

Silicon Times Report

The Original Independent OnLine Magazine"
(Since 1987)

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01/12/96 STR 1202

The Original Independent OnLine Magazine!

- CPU Industry Report	- Low Cost Items!	- Corel 6 Update
- MS Layoff Coming?	- Chip Sales UP 40%	- Internet Hangover?
- More Pentium Power	- Compu-Toys	- Internet Studio
- SONY PSX Cheats	- People Talking	- Jaguar NewsBits

Execs EXIT Struggling Apple!
Canada A Hotbed For Crackers
Apple Loss Higher Than Anticipated!

STReport International OnLine Magazine

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Florida Lotto

LottoMan v1.35 Results: 1/06/96:5 of 6 numbers with 2 matches in 2 plays

From the Editor's Desk...

The Internet is bustin' loose.. The Games coming down the pipeline are as plentiful and dandelions in a summer field. But, most important of all are the herds of new and updated applications for Windows 95/NT. Before all the "cry babies" get started about "being picked on" for their using the wrong operating system or, being on the wrong platform, this editorial is for informational purposes only and does not reflect or allude to any persons, places or situations both now or perhaps in the afterlife! <g> It never ceases to amaze me that no sooner does an issue come out in which the wonders of being part of a supported and thriving platform are made mention of, almost immediately the accusations of putting down those who are not on this platform begin to fly.

The computing community is growing in leaps and bounds. We now have .Intel Pentium 166's (that's FAST!) and higher, Intel Triton II Chipsets, Sync Burst Pipeline Cache on all Motherboards, EDO or Regular RAM, 8x CD-ROM drives, inexpensive hard disks, etc., the choices are "multitudinous"! I might add, it keeps getting better all the time. As a result, most every facet of this platform's vitality is alive with innovation and positive growth. The wonders that are "just around the corner" in the areas of both sound and video are going to astound everyone. The downside is slight. Slight even for those who have yet to migrate to this platform. Many manufacturers and consultants realize the anxiety and intimidation involved in making the move. Steps are being taken to ease the transition phase.

Software, Experience, Learning Curves and Cost are the seriously intimidating factors All can be, in one way or another, easily overcome. All that's required is a tiny bit of courage and a minimal investment. The staggering prices are no longer there for entry participants. Of course, with some relatively careful planning ahead, one can enter this platform pretty much prepared for the future at a minimum of initial expense.

Beginning next week, there will be a series of articles detailing the advantages of making the change, how to go about it and most of all, the pitfalls to avoid. Hopefully, in this series of articles we can plot a course together and make the move painless and at the same time, cost effective. Don't miss the series. "Changing Platforms Painlessly".

Ralph.

Of Special Note:

<http://www.streport.com>

STReport is now ready to offer much more in the way of serving the Networks, Online Services and Internet's vast, fast growing site list and userbase. We now have our very own WEB/NewsGroup/FTP Site and although its in its early stages of construction, do stop by and have a look see. Since We've received numerous requests to receive STReport from a wide variety of Internet addressees, we were compelled to put together an Internet distribution/mailling list for those who wished to receive STReport on a regular basis, the file is ZIPPED, then UUENCODED. Unfortunately, we've also received a number of opinions that the UUENCODING was a real pain to deal with. So, as of October 01,1995, you'll be able to download STReport directly from our very own SERVER & WEB Site. While there, be sure to join our STR list. In any case, our current Internet mailing list will continue to be used for at least the next eight weeks. Each of our readers will have by then, received their information packet about how they may upgrade their personal STR News Services.

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The Staff & Editors

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STReport Headline News

LATE BREAKING INDUSTRY-WIDE NEWS

Weekly Happenings in the Computer World

Online is Lifeline for Blizzard '96
Many victims of the infamous
Blizzard of 1996 are at home and at
their computers -- giving and often
requesting advice and help. The
record-setting snowstorm has closed
major avenues of transportation on
the East Coast from airports to
highways, transforming city streets
into icy expanses more fit for
skiers than drivers. As has often
been the case in other emergencies,
CompuServe members are coming
together through the online
community to ease isolation and
offer solace to others. Weather
Channel Forum member Sandy Rice
writes, "I'm from Louisville and
got 17 inches of snow. The roads
are too dangerous to go out but I
need food. My son is out of school.
Until a salt truck comes I'm stuck
in my subdivision. Should I try to
get out or stay in my house?"

Dave Hall, answering from "under 20
inches on Long Island," writes,
"I'd have to recommend risking
it...cabin fever is no fun, but
running out of food and supplies
isn't either...do you have
neighbors who have four wheel
capability? Best not to get
depressed about it, and give it a
try! Be careful, and be safe."
Brian Foy says, "All the airports
are closed as well as New York City
being under a "Snow Emergency". As
long as everyone stays safe, I love
the snow. We got around two feet of
the white fluffy stuff. Pull out
those sleds and snow shoes."

By typing GO BLIZZARD, CompuServe
members can connect to the Weather
Crisis Menu, listing "Blizzard News
Clips," The Weather Channel Forum
and the CompuServe Weather area.
The Weather Channel Forum topics
include conferences with
forecasters and on-air
meteorologists, library files and
message sections. To share your
personal experiences of the storm,
GO TWCFORUM, Message Section 6,
"Snow and Ice Center," "I'm trapped
in the Blizz," "Weekend snowstorm -
- NY," "Buried," and related

While some scoff at the notion of
low-cost gadgets that use TV and
the phone to let people find online
data on the Internet and elsewhere,
the idea got broad support among
computer executives at the Consumer
Electronics Show this weekend in
Las Vegas. Business writer Evan
Ramstad of the Associated Press
reports several companies soon will
begin selling network access
devices that cost \$200 to \$500, an
idea that has been promoted for
months by companies such as Sun
Microsystems Inc. and Oracle Corp.
Ramstad notes some PC makers and
analysts have scorned the idea that
people will want something less
than a full-featured system that
starts at around \$1,500.
Nonetheless, some major players --
including Compaq Computer Corp.,
Packard Bell Electronics Inc. and
Acer America Inc. -- all told the
wire service their developers were
playing with different, less costly
designs focused on network access.
For instance, Paul Chapple, a
spokesman for Philips Electronics
Inc., said his employer is
developing a \$400 phone to connect
to the World Wide Web through an
online service that will reformat
data on a small screen. "The
executives said they realize PCs
won't ever reach as many households
as TVs and telephones," Ramstad
writes, "but that something will be
needed to let everyone reach the
information available in
cyberspace." Ramstad cited several
devices introduced at CES:

- The \$500 Pippin cyber-CD
player, designed by Apple Computer
Inc. and made first by Japan's
Bandai Co. Ltd. It will go on sale
in Japan in April and the United
States this summer. Other
manufacturers also are expected to
make Pippin, which connects to a TV
like a video game machine. It can
play video games, music CDs, send
and receive email, and use Netscape
software to browse the World Wide
Web.

- The \$200 Telesmart 4000 by US

threads.!

Low-Cost Net Devices Coming Soon
Technologies Inc., that will be adopted to receive email in a few months.

- A \$300 box from ViewCall America, a unit of Colorocs Information Technologies Inc., that attaches to the TV and provides World Wide Web access.

- A modem and service from Catapult Entertainment Inc. that allows Sega or Nintendo video games to be played across phone lines. When players are done with a session of NBA Jam, they can check their Internet email.

Zip Drive Gets Portable Power Pack
Iomega Corp. has unveiled a portable power pack for its Zip drive. The company, based in Roy, Utah, says the rechargeable power pack will be targeted at people who want use the Zip drive in remote locations. When recharging the battery, users can plug the power pack directly into a wall socket, alleviating the need for additional chargers or power cords.

With an estimated average run-time of approximately two hours, the power pack weighs less than eight ounces and is about the size of a deck of cards. Iomega's Zip drive uses 100MB disks to provide up to 70 times the capacity of traditional floppy disks with hard disk-like performance. The unit is available in parallel port and SCSI versions for about \$200. The disks sell for \$15 each.

"Many of our customers carry the Zip drive between work and home, or are using it on the road with a notebook computer," says Andy Grolnick, Iomega's Zip product line manager. "The new Zip power pack gives these mobile professionals a new level of portability, allowing them to use their Zip drive anywhere." The power pack is expected to ship this spring for under \$50.

Roel Pieper Named Tandem CEO
Replacing company founder James Treybig after 22 years, 39-year-old Roel Pieper has been named CEO of

Order and Colonial Data

Tandem Computers Inc. From the company's Cupertino, California, United Press International reports Pieper, who has served as president/CEO of Tandem's UB Networks subsidiary since 1993, is pledging to focus the company on "open" system products designed to interconnect with a variety of different brands. Pieper previously was president/CEO of AT&T's UNIX Systems Laboratories and is credited with turning around the unit from significant losses to profits in less than a year and moving the UNIX system into a strong commercial market position based on open-systems standards. Said Pieper, "Most of our technologies have always been brought to market with closed, proprietary technology. We're going to take advantage of more opportunities to get our technology to market." He said Tandem also will seek to expand its partnerships with other high-tech companies in order to broaden its product line and lower its prices. Treybig remains on Tandem's board of directors and will assist Pieper in the transition. Pieper will join the board and Tandem's board will add several new members in the coming months with the goal of bringing in additional experience from the computer industry.

Sun Sets Up Separate Java Unit
Sun Microsystems Inc. has spun off a separate unit to handle Java, the evolving programming language it developed for the Internet. To head the new division, Sun has chosen Alan Baratz, formerly president/CEO of Delphi Internet Services Corp. Sun President/Chairman/CEO Scott McNealy told United Press International, "We're privileged to have someone of Alan's stature and background leading this organization. His 15 years' experience in high-technology engineering and executive management is just what we need to grow this critical aspect of our business."

Before assuming the leadership of Delphi, Baratz held senior

management positions with IBM in New York, culminating in being named IBM director of strategic development. Of Java, UPI comments, "Since its introduction last year, Java has emerged as a budding standard for developing Internet and World Wide Web content. It has been successful in large part, industry trackers said, because it is not tied to any particular operating system or microprocessor."

McNealy added, "Java has revolutionized programming for the Internet and other complex networks. Creating an infrastructure around this revolutionary technology will help us get the power of Java to every software developer for the public Internet and corporate intranets, and develop Java as the Internet programming standard."

Analysts seem pleased with Sun's move, saying creation of a separate division shows just how bullish Sun has become about Java's future. Philip Rueppel of Alex. Brown and Sons told the wire service, "Essentially, this indicates that Sun sees the vitality of Java as a long-term solution and by separating it, they can make a play at making Java self-sustaining. They want to capitalize on the momentum Java has gained."

U.S. Electronics Sales Set Record
New figures from the American Electronics Association show that worldwide sales of U.S.-produced electronics products and services increased 17.4 percent to a record \$334.7 billion in the first nine months of 1995 compared with \$285 billion the same 1994 period. Orders for electronics products and services also set a record in the first three quarters of 1995, rising 19.2 percent to \$339.0 billion from \$284.5 billion in the year-earlier period.

Third quarter sales increased 17.1 percent to \$115.1 billion from \$98.3 billion in the year-ago period. Orders rose 18.0 percent to \$114.8 billion from \$97.3 billion. software, networking, data storage and microelectronics -- as our patent portfolio for 1995 attests."

"The sales and orders results for the first nine months of 1995 point to another full year of record improvement for U.S.-based technology companies," says William T. Archey, president and CEO, of the Washington-based trade group.

Windows Newsletter Debuts on Web
IDG Newsletter Corp. says it has launched the first World Wide Web-based newsletter for Windows professionals. The Boston-based company says its Winsurfer publication will aim to provide readers with tips and techniques they can use to get the most from Windows 95 and Windows NT.

A sample issue of the monthly publication can be viewed at <http://www.idgnews.com/win95>. A 12-month subscription is priced at \$49.00.

IBM Had Most U.S. Patents in 1995
IBM Corp. was awarded the most U.S. patents for the third straight year, receiving a record 1,383 patents from the U.S. Patent and Trademark Office in 1995 -- 27 percent more than any other company. The previous record was 1,298 U.S. patents, set by IBM in 1994. IBM also led with 1,087 patents in 1993, the first year since 1985 that a company based in the U.S. received the most U.S. patents.

Trailing IBM in the top 10 for 1995, according to IFI/Plenum Data Corp., were Canon KK, which had 1,088 patents, Motorola (1,012), NEC (1,005) Mitsubishi Denki Ltd. (971), Toshiba (970), Hitachi Ltd. (909), Matsushita (852), Eastman Kodak (772) and General Electric (757).

The IBM patents were almost exclusively in the field of information processing. "We are pleased with the ranking and will continue to work hard to bring these innovations to market quickly," says Marshall Phelps, Jr., vice president of intellectual property and licensing services for IBM. "IBM continues to invest in key technological areas like

associate dean of the Wiesensthal center, based in Los Angeles, says the some 250 U.S.-based hate groups

CD-ROM Lists Trademarks

Business owners looking to trademark a new product can now take advantage of a CD-ROM that's designed to offer low-cost security against trademark infringement. The Trademark Checker contains the fully searchable text of all U.S. federal trademarks -- registered and pending, live and dead -- dating back to 1884. "You'll still need a trademark attorney to process the application and do a thorough search of state and common law databases. However, with the Trademark Checker you can do most of the work yourself and save thousands of dollars in legal fees by screening out names already taken," says Peter Tracy, president of East Haven, Connecticut-based MicroPatent, which publishes the software. The CD-ROM can also be used by publishers, advertising agencies, publicists and others who need to check for trademarked words. The Trademark Checker sells for \$199. Additional information is available on MicroPatent's World Wide Web home page: <http://www.micropat.com>.

Group Wants Ban of Net Hate Sites

The Simon Wiesenthal Center, a leading Jewish human rights group, has begun sending hundreds of letters to Internet access providers asking them to refuse to carry messages that "promote racism, anti-Semitism, mayhem and violence." The effort has drawn fire from civil libertarians and access providers, who argue public debate is the way to defeat hate. Mike Godwin, staff counsel for the Electronic Frontier Foundation, told Associated Press writer Katharine Webster the Internet allows users to "show the whole world what's wrong about what the hate speakers are saying." And CompuServe spokesman William Giles told the wire service, "The correct place to try and put pressure is on the people who create the content, not the person who provides access that lay off some employees. Quoting from a report in the Seattle Post-Intelligencer newspaper, Computergram International this morning noted rumors of impending

now "have a magnificent marketing technology dumped in their laps." He adds, "They are able to dress up their message in a way that looks ... presentable."

Notes Webster, "The Wiesenthal Center's request is part of a growing debate over whether Internet service providers should be viewed as publishers responsible for what moves on their networks, or carriers who simply provide access to a service without monitoring what is communicated." While the Wiesenthal Center argues the services are publishers who have a civic responsibility not to promote bigotry, Godwin says Internet providers should be treated like bookstores, which exercise some control when they decide to specialize in science fiction instead of mysteries, but are not expected to read every book and be held responsible for the books' contents.

More Execs Leave Struggling Apple

More top executives have left struggling Apple Computer Inc. Barbara Krause, the computer maker's vice president of corporate communications, and one of the company's highest ranking women executives, has resigned. Keith Fox, vice president of the home division, has also left the firm. The San Francisco Chronicle reports that three other high-ranking Apple executives are leaving: Jim Groff, vice president of education marketing; Peter Friedman, vice president and general manager of online services; and Don Strickland, vice president of business and government sales. According to the newspaper, Apple plans to announce company-wide layoffs after Jan. 17, when the company will release first quarter results that could include a loss. Apple hasn't commented on the report.

Microsoft Layoffs Coming?

Word around Washington state is Microsoft Corp. is planning to

cutbacks have been circulating in Microsoft's Redmond, Washington, headquarters for more than a month. "Adding to the uncertainty," says the newsletter, "are lower-than-expected retail sales of Windows 95 and a refocusing of the company's software development efforts to try to get aboard the rampant Internet." to it." Rabbi Abraham Cooper,

Corel Updates STR Focus

CorelDRAW 6.0 Build 169 Significant Fixes & Features

CorelDRAW Module

User Interface

- ' the Layers roll-up would crash when using some 16-bit mouse TSRs under Windows95
- ' ToolTips for the Node Edit roll-up will now display when the roll-up has focus

File I/O

- ' inability to reopen a file saved as vers. 5. Format in vers. 5.0
- ' inability to open some files saved to 5.0 format which contained bitmaps, when reopening in 6.0
- ' AI export improved when exporting text objects
- ' no 22-byte 'placeable' header is created on WMF portion of EPS export - IPF generated when importing large EPS file with WMF headers
- ' New feature: the CMX format can now be opened and saved directly within CorelDRAW.
- ' Guidelines/Rulers/Grids
- ' the moving of slanted guidelines by grabbing with the cursor - snapping to slanted guidelines
- ' Feet weren't marked on the ruler correctly when using Imperial measurement units
- ' several Grid Frequency problems with the grid was set to Meters, Feet, Miles or Km's

Text/Styles

- ' files from previous versions which contained text with line spacing set to points was opening with inflated values in Version 6.0. These files will now open to line spacing at 100% of character height.

Drawing/Editing/Attribute Tools

- ' Auto Reduce numeric on Shape Tool Properties was set to .00002. This is now .004.
- ' some imported B&W bitmaps were coming in with 256 color palettes - they wouldn't accept outline or fill assignment

Special Effects

- ' couldn't Contour a long string of text
- ' unable to edit PowerClips on pages other than Page 1
- ' Fit Text to Path roll-up would become unavailable if the roll-up was 'unpinned'

Printing

- ' Hairline outlines on plotters were drawn as thicker polycurves - non-PS copies were being reset following each job
- ' 2-sided printing was sometimes not stopping at 50% to allow for paper flip

Corel PHOTO-PAINT 6.0 Build 169 Significant Fixes Editing Operations

- '• Attempting to do a Cut or Copy twice would cause an IPF.
- '• Attempting to delete 3 or more Objects at once would cause a lock-up. - Attempting to Undo List 16/256 color images after Clr Adj/Transform Effect, cause an IPF.
- '• Pen, Eraser and Color Replacer strokes were not working for Stroke Mask. Effects
- '• Attempting to apply a Displacement Map or Canvas in the Effects would not work.
- '• Selecting F1 (default .acl to Help) when Effect list is displayed would cause an IPF.

File I/O

- '• Attempting to open TIFF files with Alpha channels would not work.
- '• Attempting to Save a Read Only image would cause an immediate shut-down. File Management
- '• Attempting to suspend printing using the Task Progress Manager would cause an IPF.

OLE Operations

- '• Attempting to select DRAW app during Resample in Paint when doing an OLE In-Place Edit would cause an IPF.

Scripts

- '• Running a script with no file open would cause an IPF.

User Interface

- '• Custom Color Palette would not be maintained; Palette would go back to default.

Corel PRESENTS 6.0 Build 169 Significant Fixes New Features:

- '• Import Corel SHOW 5 files
- '• Paragraph options dialog now available to adjust bullet, indent and tab spacing
- '• New improvements under Win NT: Runtime Player is now available - Fancy coloured bullets now available in the Layout library
- '• Import .txt files to CHART data sheet UI/Performance
- '• Tooltips available within Libraries dialog for Layouts
- '• Speed has been increased in the Libraries and in slide sorter.
- '• Generate Slide in Advance option has been added to allow slides to pre-load while running presentation - benefit seen in particular with complex slides
- '• Default set to Autoscan data in CHART data sheet when plotting chart, with option to manually select a data range
- '• Enhanced file compression in Runtime Player format File I/O
- '• Editing a DRAW .cmx file no longer causes an error when returning to PRESENTS

- '• Importing files with layered objects now fixed
 - '• Imported Actors and Props (.mlb files) have been fixed Text
 - '• Header/Footer page numbers now appear correctly throughout presentation - Font size list box now updated when resizing artistic text on a slide
 - '• Edit, Undo Fit Text to Path fixed
 - '• With Artistic tool selected, changing selection to text frame on slide now correctly updates to the Paragraph tool
 - '• Moving bullets in Outline view to different slides will not unlink from Master Slide Layout view
 - '• Changing font attributes in Outline view now correctly unlinking from the Master Slide Layout
- #### Layouts

- Removing bullets in Master Slide view now maintains indent spacing -
Templates are now linked to the Master Slide Layout
- Frame attribute information for OLE objects now accessible after
saving, closing and re-opening files

Transitions/Animation/Multimedia

- Transitions on 3D objects, preview of transitions on grouped objects,
text effects now working correctly
- Text effects using pause at paragraph options now working correctly -
Imported .avi files now display thumbnail
- Wave editor under NT has been fixed

January, 1996

Summit96: A Whole New Twist for the Annual Ventura Conference

SAN JOSE, CA -- The seventh annual conference for Ventura users, Summit96, is scheduled for the week of April 22-26, 1996, at the Red Lion Hotel in San Jose, CA, and this year's event will reflect the many sweeping changes that are crossing the electronic publishing landscape.

As in the six previous years, the Summit will offer high-quality seminars and presentations across three full days, with specific tracks for users of different interests and levels of experience. Hosted by Rick Altman, the Summit will feature the most notable authors and publishing specialists, including Daniel Will-Harris, Carol Lovelady, Foster Coburn, Byron Canfield, and David Satz. As always, the Summit Help Center will be open all day for free drop-in technical support.

Furthermore, the 1996 event will take on a greatly expanded role from previous years--similar to a mini-Seybold conference just for Corel users. With two days of optional seminars and workshops, registrants can pick and choose the topics they want to learn about, enroute to building their own personal conference. Among the highlights during that week:

CORELDRAW SEMINARS

Rick Altman's eight-city West Coast seminar series makes a stop at the Summit on April 22-23. The complete agenda for this highly-acclaimed two-day seminar is available at www.altman.com. Registration for these seminars is \$279 alone, or just \$175 if added to the main conference.

CRASH COURSES

For the most comprehensive overviews on today's hot publishing topics, these \$99 half-day seminars are the perfect complement to the main event, or excellent appetizers all by themselves. At the Summit, you'll find courses on the following topics:

- An Introduction to Ventura
- In Step with Windows 95, Part I and II - Exploring the Internet - PhotoPaint WOW, Part I and II
- A First Look at CorelXara

The Crash Courses take place on Monday and Tuesday, April 22-23, before the main event on Wednesday.

LET'S GO SURFING NOW,
EVERYBODY'S LEARNING HOW

It's no secret that Ventura 6 intends to be a major player in paperless publishing, with built-in support for HTML, SGML, and Adobe Acrobat. Whether you have been surfing the Web for years or have been waiting for the right time to dive in, you'll find all the answers in San Jose this April. The Summit will feature an entire track of seminars from Wednesday through Friday dedicated to Internet publishing, Web page design, HTML development, portable documentation, effective on-line communication, and much more.

Registration for the three-day Ventura conference is \$525 for regular registration and \$495 if you sign up by March 18. This price covers all of the seminars and workshops, access to the Help Center, breakfasts and lunches on all three days, numerous social events, and eligibility to take a dip in our huge prize pool.

The optional seminars on Monday and Tuesday can be added to your Summit experience or taken on their own. In any case, the Red Lion is holding rooms for Summit registrants at \$109 for single occupancy and \$129 for double occupancy, and you can reach the hotel at (408) 453-4000.

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Whether you publish on paper or on ether, whether you are a Ventura veteran, a Ventura neophyte, a CorelDRAW user, or just looking to break into the world of electronic design and publishing, you can't do better than Summit96, the Annual Conference for Ventura Users and Electronic Publishers.

CONTACT INFORMATION

You can reach host Rick Altman the following ways: PHONE: 408-252-5448
FAX: 408-252-5451
EMAIL: rick@altman.com or CIS 72341,1714

You can receive an immediate brochure on the Summit by calling the Conference fax hotline at 408-252-5586, or by visiting www.altman.com.

File Format for STReport

All articles submitted to STReport for publication must be sent in the following format. Please use the format requested. Any files received that do not conform will not be used.

The article must be in an importable word processor format for Word 7.0..
The margins are .05" left and 1.0"
Monospaced fonts are not to be used. Please use proportional fonting only and at eleven points.

- '• No Indenting on any paragraphs
- '• No underlining
- '• Column Format shall be achieved through the use of tabs only. Do NOT use the space bar.
- '• No ASCII "ART".
- '• There is no limits as to size, articles may be split into two if lengthy
- '• Actual Artwork should be in GIF, PCX, JPG, TIF, BMP, WMF file formats
- '• Artwork (pictures, graphs, charts, etc.) should be sent along with the article separately
- '• Please use a single font only in an article. TTF CG Times 11pt. is preferred. (Strong Hint)

If there are any questions please use either E-Mail or call.

On another note. the ASCII version of STReport is fast approaching the "end of the line" As the major Online Services move away from ASCII.. So shall STReport. All in the name of progress and improved readability. The amount of reader mail expressing a preference for our Adobe PDF enhanced issue is running approximately 15 to 1 over the ASCII edition. Besides, STReport will not be caught in the old, worn out "downward compatibility dodge" we must move forward.

Many grateful thanks in advance for your enthusiastic co-operation.

Ralph F. Mariano, Editor
STReport International Online Magazine

MS Internet Studio STR Focus

Microsoft INTERNET STUDIO Visual Publishing System

Microsoft Internet Studio (formerly code-named "Blackbird") is the easy way to create, publish, and manage a new generation of interactive sites for the World Wide Web. Internet Studio lets you easily create multimedia Web pages that incorporate stylized hypertext documents, rich graphics, real-time sound, and animations. All of this can be done within Internet Studio's drag and drop layout environment eliminating the need for any programming or HTML coding. Internet Studio allows you to work with familiar tools, and incorporate content from any OLE-enabled application such as Microsoft Office and hundreds of other third party applications. Internet Studio is also fully extensible via OLE controls and a published SDK.

Product Features:

- Internet Studio allows designers to easily create rich, multimedia pages by dragging and dropping pictures, text, sounds, and other media to layout their designs. The model is very much like Aldus Page Maker or Microsoft Publisher: Internet Studio provides a full frame-based layout environment where no programming or HTML coding is necessary.
- The Internet Studio system automatically manages content making it easy to create sites with constantly changing information. Internet Studio dynamically generates and maintains hyperlinks so there are no "dead" links. The design environment supports "one button" publishing to easily place new content on the server.
- Since Internet Studio separates design from content and uses common OLE-based design elements with a persistent cache, users get high performance for rich multimedia pages on-line.
- Internet Studio is also fully extensible. Designers can use their favorite content editing tools (such as Microsoft Office, Adobe PhotoShop, Corel Draw, and Macromedia Director). Since Internet Studio is based on open OLE controls, third-party software developers can create their own unique design elements for use within Internet Studio.

When will Internet Studio be available? How do I get Internet Studio?

A developer release of the Internet Studio design tool has been in beta test since July, 1995. A beta for publishing on the World Wide Web will be available in Q1, 1996. Version 1.0 of Internet Studio for publishing on the Web will be released in 1996.

What Platforms does Internet Studio support?

Internet Studio pages can be viewed by any Web browser on any platform.

How does Internet Studio compare to HTML?

Internet Studio 1.0 outputs HTML, so standard Web browsers on any platform can display Internet Studio content. In addition, Microsoft is proposing, through the Internet Engineering Task Force, additional open extensions to the HTML standards that provide users with a richer interactive experience. Both Internet Studio and Microsoft Internet Explorer will support these and other approved extensions to HTML, thereby providing users with an interactive Web experience. Microsoft will also provide a free, downloadable, viewer application that will enable the current version of existing browsers (such as the Netscape Navigator and Spyglass) on Windows 95 and Windows NT to view Internet Studio sites including the full range of new HTML capabilities. But even if a customer does not have a browser that supports all of the HTML extensions, sites developed with Internet Studio are fully "downlevel" compatible, so that these customers can still see the information.

Does a user need an Internet Studio browser or viewer to view Internet Studio sites on the World Wide Web?

No, Internet Studio pages can be viewed by any standard Web browser on any platform.

How does Internet Studio compare to SUN's Java?

Internet Studio and Java are very different. Java is a programming language while Internet Studio is an online publishing system. Java is designed for programmers while Internet Studio is designed for online publishers. As a publishing system, Internet Studio includes open scripting capabilities, but also includes a frame-based layout environment, hypertext authoring, content management, one-button publishing, and extensible third-party design components (based on OLE). While Microsoft will include VBA and C++

scripting capabilities directly with Internet Studio, other programming languages, like JAVA, can be plugged in based on the open scripting architecture.

Can I create custom processing scripts in Internet Studio?

Yes. Information on creating Internet Studio extensible actions is provided with the Internet Studio Technical Reference. These actions are automatically added to the Internet Studio action dialog so that non-programmers can easily integrate custom scripts into their pages. Internet Studio scripting can be done in C++ and Visual Basic for Applications, as well as other scripting languages based on Internet Studio's open scripting architecture.

Will Internet Studio include Visual Basic Scripting?

Yes. Visual Basic will be incorporated as an integrated scripting language for Internet Studio 1.0.

How much does Internet Studio cost? How will I buy Internet Studio?

Packaging and pricing have not been announced.

Does Internet Studio include content authoring tools?

Internet Studio works with existing Microsoft and third-party content authoring tools. For instance, graphics, sound, and other multimedia content can be authored in third-party tools (such as Microsoft Office, Adobe Photoshop, Macromedia Freehand, etc.), then integrated within Internet Studio pages using the Internet Studio designer. Internet Studio supports most popular graphic formats, including BMP, TGA, TIF, PCX, WMF, GIF, DIB, and JPG. Also, any application supporting the OLE document standard can be used to author Internet Studio content (for instance, Microsoft Excel charts and tables, CorelDraw illustrations, etc.) can be embedded in Internet Studio pages and published online. Internet Studio also includes Internet Assistant for Microsoft Word for easily authoring hypermedia documents with links and graphics.

Does Internet Studio support VRML?

Yes. Microsoft has announced that Intervista is providing enhanced VRML capabilities for Internet Studio. Microsoft has also licensed 3D editing software from Calagari to include with Internet Studio allowing designers to create rich 3D worlds published online. Finally, programmers can create sophisticated 3D animations within Internet Studio titles using Windows 95 based technologies such as Reality Labs and OpenGL 3D APIs.

Does Internet Studio support Macromedia Shockwave?

Yes. Macromedia demonstrated an OLE Control for delivering and viewing Shockwave for Director movies within Internet Studio pages at their recent User's Conference.

Does Internet Studio support Adobe Acrobat?

Yes. Internet Studio pages will be able to take full advantage of content stored as Acrobat PDF files. Adobe has announced an Acrobat control for Internet Studio that enables Acrobat files to be used directly within Internet Studio pages.

Can I create Electronic Eforms in Internet Studio?

Yes. Microsoft will supply a set of Internet Studio Eform controls that allow content providers to create rich MAPI-based Eforms without any programming. Internet Studio will also support all standard HTML forms.

Does Internet Studio support secure transactions?

Yes. Internet Studio sites will support Secure Transaction Technology (STT)

for financial transactions, and SSL and PCT for secure communications across the Internet.

What about security when downloading OLE components?

There will be security measures for downloading OLE components that are part of Internet Studio pages. Companies will be able to certify their OLE components and code scripts so consumers can choose to only download components supplied by clearly identified, known companies (based on digital signatures).

Can I use Internet Studio to develop CD-ROM titles?

Yes. While Internet Studio is optimized for developing online interactive pages, content providers can publish standalone Internet Studio applications to CD-ROM.

Can I use Internet Studio to develop applications for Interactive TV?

Microsoft has announced no plans for Interactive TV and Internet Studio. Microsoft is committed, however, to ensuring that content providers' investment in content creation and content authoring tools follows a logical progression from narrow-bandwidth media to higher-bandwidth media.

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A T T E N T I O N-A T T E N T I O N-A T T E N T I O N

Apple/Mac Section

John Deegan, Editor

Edupage

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CompuServe's CAN OF WORMS
After cutting off subscribers'
access to more than 200 electronic
bulletin boards that feature adult
material last week, CompuServe now
is trying to find a technical way

which is increasingly popular with
computer users connecting to the
Internet. The two companies have
found that average subscribers use
the service 47 hours a month, or
more than three times what had been

to block only German subscribers, whose government originally had lodged the complaint against the commercial online provider. Industry executives are pointing out that this would set a bad precedent, possibly encouraging other governments to make their own demands regarding content restrictions. Every country will now jump in and say we don't want any antigovernment propaganda. Every country in the world will push its own local hot button," says a University of Pennsylvania professor. (WSJournal 5 Jan 95 B2)

NEW SUPERCOMPUTING COMPETITION

The National Science Foundation is planning a new competitive process for allocating funds to supercomputer centers, beginning in 1998, after funding for the four currently supported supercomputing centers expires. The four centers -- located at Cornell University, the University of California at San Diego, the University of Illinois at Urbana-Champaign, and a collaborative effort between the University of Pittsburgh and Carnegie Mellon University -- share about \$65 million a year in government funds. The new program will encourage consortial arrangements among companies, state governments, universities and other federal agencies. "It's an attempt to draw more of the resources of the country into the program," says NSF's assistant director. The program solicitation can be found at:

<<http://www.cise.nsf.gov/cise/asc/Progsol.html>> (Chronicle of Higher Education 5 Jan 95 A23)

TWO PHONE COMPANIES WANT ISDN RATE INCREASES

Pacific Bell and U S West are seeking to more than double the rates they charge for ISDN service, bandwidth 28 times. (Toronto Financial Post 5 Jan 96 p39)

CANADA'S NATIONAL EDUCATION NETWORK

A \$500,000 pilot project will evaluate a proposed National Education Network that will bring together Canada's commercial training schools, universities, colleges, non-profit schools and

anticipated when the companies set the current rates. Industry analysts are questioning the wisdom of raising ISDN rates at a time when cable companies are beginning to provide low-cost high-speed digital phone service and access to computer networks. (New York Times 5 Jan 96 C2)

AT&T LURED TO THE WEB

AT&T is abandoning the proprietary system it spent \$50 million on a year ago in favor of moving its business-oriented online service directly to the Internet. The AT&T Business Network will open its site on the World Wide Web in mid- 1996. "We believe that some people will want to buy just plain Internet access," says the president of AT&T New Media Services. "Others will want something more -- they'll want to buy that access along with meaningful content." AT&T's current Interchange system offers information from CNN, McGraw Hill's Standard & Poor's Rating Group and Dow Jones & Co. (Wall Street Journal 5 Jan 95 B2)

MORE PENTIUM POWER

Intel has two new super-speedy Pentiums for use in home and small office desktop computers -- running at 150- megahertz and 166- megahertz, respectively. Officials at IBM, Dell Computer and Hewlett-Packard all said their companies would be building computers using the new chips, and Advanced Logic Research says it has a 150- megahertz machine for sale now starting at \$2,195 and a 166 model for \$2,495. (Investor's Business Daily 5 Jan 95 A12)

BOOSTING INTERNET BANDWIDTH

Internet service provider iStar beefed up the capacity of its network with new links between Toronto, Montreal, Ottawa and the American portion of the Internet and increased its Internet

RICHEST

Pioneers on the information highway have been ranked as among the richest people in Canada. Ted Rogers of cable giant Rogers Communications came in fifth with a personal fortune of \$1.4-billion. (Ottawa Sun 5 Jan 96 p4)

COURT REJECTS CHALLENGE TO INDECENT

school boards. (Ottawa Citizen 5 Jan 96 A1)

SATELLITE PROVIDES REMOTE LINKS
Ottawa-based TMI Communications saw its \$500-million MSAT satellite investment start to pay off: the world's most powerful satellite will provide voice and data transmission service throughout Canada, the US, Mexico, the Caribbean and Latin America to millions of people in remote areas, including Canadians who live in the 85% of the country outside the reach of cellular phone systems. This mobility comes at a price, however, since handsets with antenna cost between \$5,000 and \$6,000 and calls are \$2.50 per minute (Ottawa Citizen 4 Jan 96 C5)

ONLINE SHOPPER DEMOGRAPHICS
"It's mostly young, male nerds... techno-weenies. The buying population on the Net is essentially social misfits. People who are comfortable in public will go to a store," says Seymour Merrin, head of a technical research firm, who estimates that online shopping ultimately could represent 6% to 8% of all mail-order sales. (Investor's Business Daily 8 Jan 96 A10)

NET SPREADSHEETS
Formula One/Net, at:<<http://www.visualcomp.com>>, offers Web surfers using Netscape a way of viewing and manipulating spreadsheets embedded on Web pages. For example, a site might allow investors to make online "what if" comparisons of different investment strategies based on financial data which it provides to those visiting the site. (Computerworld 26 Dec 95/2 Jan 96 p68)

BARONS OF BYTES AMONG CANADA'S
copyright violation. (Investor's Business Daily 9 Jan 96 A28)

BLIZZARD STRAINS ONLINE RESOURCES
There's no such thing as a snow day anymore for many knowledge workers, and the stress placed on telephone and online services yesterday proved it. UUNet's president estimated that high-speed business use of the Internet was down by as much as 15% yesterday, while dial-

BROADCAST LAWS

The Supreme Court has rejected, without comment, a constitutional challenge to a 1992 federal law that bans indecent radio and TV programming during daytime and "primetime" evening hours. The Federal Communications Commission defines indecency as "language that depicts or describes, in terms patently offensive as measured by contemporary community standards for the broadcast medium, sexual or excretory activities or organs." The appellate court judgment, now upheld by the Supreme Court, ruled that the law served the government's interest in "supporting parental supervision of what children see and hear on the public airwaves." One of the unsuccessful appeals argued that the law would restrict American TV and radio audiences "to watching and hearing only programming fit for children." (New York Times 9 Jan 96 A5)

COURT HEARS LOTUS, BORLAND CASE
The Supreme Court heard arguments by Lotus's lawyer that Borland International Inc. violated Lotus Development Corp.'s copyright on its Lotus 1-2-3 spreadsheet commands by using all 469 of them in Borland's former Quattro software. "The expression is in deciding what words to use," he told the court. Borland's lawyer disputed the claims, however, saying that the software allowed users to choose between Borland-designed commands or Lotus commands, because so many already were familiar with the Lotus software. "Whatever word Lotus used to operate its system, that word is not copyrightable," he said. Lotus is seeking more than \$100 million in damages for experts emphasize the need to expand the horizon beyond 64: "Today's move toward 64-bit file systems and 64-bit processing are just stages in the evolution of information technology. It is important to recognize this and not develop solutions for 64-bit that are not sufficient for 128-bit and beyond." (Information Week 1 Jan 96 p39)

up home users' rose 60%. America Online reported a 60% increase from normal levels, and AT&T said long-distance calls were up 35% yesterday morning, with a 15% increase in conference calls during the day. Nynex said the number of residential calls was up 60% and Bell Atlantic reported their residential call load had nearly doubled. (Wall Street Journal 9 Jan 95 B1)

CHIP SALES UP 40%

Revenue from sales of semiconductors rose 40% last year, to \$154.7 billion, according to preliminary results compiled for a new study by Dataquest. North American chip makers' lead over Japanese competitors narrowed to 0.3%, down from 1.2% last year -- with North American suppliers claiming 39.8% of the market to Japan's 39.5%. Dataquest predicts healthy sales in the future, fueled by global demand for PCs and corporate networks, and estimates chip sales will top \$300 billion by the year 2000. (Wall Street Journal 9 Jan 95 B2)

64-BIT CHIPS SET TO OVERTAKE 32-BIT COUSINS

If you think you're on top of things because you just switched over to a 32-bit system, think again -- 64-bit chips are expected to be the norm by the year 2000. Driving the change is the need for speed to run graphics-intensive computing applications and heavy-duty databases. So far, Digital Equipment Corp. is one of the few 64-bit chip suppliers with its own 64-bit operating system -- a must for taking full advantage of the 64-bit architecture. But industry

will make income and sales tax evasion too easy, and the FBI worries about criminal and terrorist plots hatched in cyberspace, but some observers say government control tactics are too little, too late. A Hudson Institute economist says, "Electronic money gets really interesting when you realize how impossible it is to put national walls around it, mandate the use of

DSVD MODEMS -- POOR MAN'S ISDN?

Digital Simultaneous Voice and Data modems can deliver some of the bang of ISDN modems without having to shell out the bucks. The modems allow simultaneous transmission of voice and data to the same person equipped with the same kind of DSVD modem. Although the stipulations are restrictive, it could conceivably allow you to receive technical support from a help desk while staying in voice contact with them, or allow you to work on documents simultaneously with a long-distance co-worker without the added expense of a second phone line. International Data Corp. predicts as many as 35% of the 19 million modems sold in 1996 will be DSVD devices, selling for around \$300. "DSVD will be the next major modem advance throughout the world," says a manager for MultiTech Systems Inc., which manufactures the modems. (Investor's Business Daily 8 Jan 96 A10)

IRS, FBI EYE INTERNET WITH SUSPICION

The Clinton administration's reluctance to ease up on export controls for encryption software stems in part from pressure from U.S. law enforcement agencies, and the owner of a New York-based software company sees heavy lobbying behind the government's desire to regulate content on the Internet: "I think the Internal Revenue Service and the FBI are watching this one very carefully. They wouldn't mind seeing the government set a precedent for deciding what can and cannot go on the Internet." The IRS fears that easy access to cheap and sophisticated encryption software Engineering conference in April. (New York Times 8 Jan 1996 C2)

HUMAN RIGHTS GROUP WANTS BAN ON CYBERHATE

The Simon Wiesenthal Center is asking university presidents, Internet access providers, commercial online services such as AOL, CompuServe, Prodigy and MSN to make a voluntary pledge to refuse service to any individual or group that wants to use the Net to

national currencies, or require that transactions go through banks... The country will have no practical choice but to rely more than ever on voluntary tax compliance. That means tax rates will have to be kept as low as possible on people and on businesses." (Investor's Business Daily 9 Jan 96 B1)

STUDENTS IN CYBERSPACE

Officials in Ontario's Ministry of Education are developing plans to introduce credit courses that would be available through a computer network for high school students. Students in rural centers and adults trying to complete high school through correspondence programs could see courses online by this fall. (Toronto Globe & Mail 9 Jan 96 A3)

BELL CANADA FIGHTS BACK

Bell Canada criticized independent Internet service providers for making "entirely untrue" statements alleging that the phone company's marketing teams are sending potential customers to BellSygma, which operates the company's Sympatico Internet service. (Toronto Star 9 Jan B3)

MICROSOFT'S "SIMPLY INTERACTIVE"

PLANS

With a new development program called "The Simply Interactive PC for 1997," Microsoft hopes to work closely with hardware manufacturers to make the PC a consumer-friendly "appliance" that will "turn the PC into the best platform for entertainment, Internet access and communications." The plan will be presented at the Windows Hardware politics than German objections, apparently. Reports that the action was in response to Bavarian government complaints are false -- the incident was sparked by an inquiry from a district attorney in Munich regarding the alt.sex groups. Leaders of all four parties in the Bundestag have spoken out against any legislation to regulate the Internet and agree that existing criminal law in Germany is sufficient to handle any potential legal misconduct. It's rumored that, rather than reacting to

promote racism, anti-Semitism, mayhem and violence. A spokesman for the Center, a well-known Jewish human rights group, says that the Internet gives people "incredible power to promote violence, threaten women, denigrate minorities, promote homophobia, and conspire against democracy." Some civil liberties organizations are characterizing the Wiesenthal Center's proposal as censorship and the director of the Institute for Historical Review, which challenges the existence of the Holocaust, calls the proposal "outrageous and hypocritical." (New York Times 10 Jan 96 A1)

INTERNET HANGOVER?

A senior VP at International Data Corp. predicts widespread consumer disillusion with the Internet: "We also believe the Internet and World Wide Web phenomenon will go from an intoxication stage to a hangover stage during the next two years. About 20% of the large firms will jump off the Web because the consumer demographics are not developing quickly enough. But just as those 30 to 35 companies jump off, another 175 will hop on. The growth in online subscribers will continue to be very strong, but there will be underlying high turnover rates as users who are underwhelmed by content on the Web cancel and turn on their TVs." (Investor's Business Daily 10 Jan 96 A6)

CompuServe's MOTIVES QUESTIONED

CompuServe's recent action to shut down subscriber access to 200 newsgroups carrying sexual content was motivated more by U.S. growing at about 28% a year, and sales of educational and reference software grew by 142% last year, according to IDC/Link Inc. Not to be left out, Packard Bell expects to launch its family-oriented add-ons, dubbed Packard Bell Interactive, and rumor has it IBM and Microsoft also are developing child-sized hardware and software this year. (Business Week 15 Jan 96 p38)

CELL PHONE RATES ON THEIR WAY DOWN
Cellular phone rates, which have remained high for years in the face

German authorities, CompuServe's restrictions were enacted in response to legislation pending in Congress against "indecent" digital content in an effort to bolster CompuServe's reputation as a morally responsible online service provider. (STERN Infomat 03/96)

ORACLE PLANS TO SHIP FIRST INTERNET PC IN MARCH

Oracle Corp. is putting the finishing touches on its first Internet PC, which it says will ship in March, and is working with Acorn Computer Group on a second version. The new device will meet the \$500 price goal, but will come without a monitor. Instead, consumers will use cables to hook it up to their television sets or PCs. The manufacturing cost, according to Oracle's VP of network computing, is under \$200 -- \$100 for four megabytes of RAM, \$30 for an ARM 7500 microprocessor, and the rest for the keyboard, mouse and network connections. (Wall Street Journal 11 Jan 96 B2)

COMPU-TOYS

One of the widely awaited products debuting at the recent consumer electronics show was the new line of brightly colored and over-sized computer attachments built for kids by Compaq Computer in league with Fisher-Price Inc. The first fruits of the partnership are a \$150 Wonder Tools Cruiser -- a driving toy that steers a toddler through a computer game -- and a \$130 keyboard scaled to fit a small child's hands. The team may hit it big this year -- shipments of electronic learning toys are will return to focusing on the manufacture of computer systems for retailers, banks, and large companies. (New York Times 11 Jan 96 C5)

INTERNET PROVIDER TAKES ON PHONE COMPANY

Canada's largest Internet service provider iStar is challenging the phone companies head-on by offering private networks to businesses communicating on the Internet. Secure*net, known in the industry as a virtual private network allows companies to transmit data to remote offices over lines dedicated

of enormous consumer growth, may finally be responding to competitive pressures and beginning to drop. Subscriber growth rates are slowing down, and wireless wars have ignited in New York, Chicago and Washington, DC. Figures for the largest 15 carriers in the U.S. show a 12% growth rate in 1995, down from 63% the previous year. And the advent of personal communications services may push prices down even further, possibly another 10% to 40% according to an analyst at EDS Management Consulting Services. (Wall Street Journal 11 Jan 96 B1)

SMART PHONE

Colonial Data Technologies' Telesmart 4000 phone incorporates the ability to send e-mail over the Internet, pay bills and bank electronically, type and send text messages directly to pagers, shop from electronic catalogs, and manage calls via a full range of Caller ID services. The device includes a graphic display screen, magnetic card reader, alphanumeric keypad, v.22 modem and processor, and is priced at \$289.99. (Newspage Business Wire 8 Jan 96)

NCR RETAKES ITS MAIDEN NAME

NCR, which became AT&T Global Information Systems when AT&T acquired it in a hostile takeover in 1991, will become known again as NCR, now that the current AT&T reorganization is spinning it off as a separate company. The company, whose initials originally stood for National Cash Register,

Systor, which is SBC's information technology subsidiary. (Financial Times 10 Jan 96 p14)

APPLE LOSS HIGHER THAN ANTICIPATED

Although Apple had already projected losses for its fiscal first quarter, which ended December 29th, the actual figure for the loss turns out to be about twice what analysts had expected (\$68 million), putting more pressure on Apple CEO Michael Spindler. (New York Times 11 Jan 96 C1)

RESUME BUZZ WORDS FOR '96

Employers of information systems

to one client for a fraction of the cost many companies pay for leasing transmission lines from phone companies. (Ottawa Citizen 11 Jan 96 C6)

CANADA: HOTBED FOR CRACKERS

Security consultants say computer hackers have breached a leading American satellite TV direct-to-home company's security system to steal programming for decoding signals. (Toronto Financial Post 11 Jan 96 p3)

DOLE CRITICISM OF TELECOM BILL

Senator Majority Leader Bob Dole says there need to be changes in the telecommunications bill recently negotiated by a House-Senate conference committee, because the proposed legislation would contain a provision he says would provide "corporate welfare" to TV broadcasters by allowing them to use, without charge, a portion of radio spectrum for digital services such as high-definition TV and interactive TV. The Federal Communication Commission has indicated that the spectrum at issue could be worth \$40 billion on the open market. (New York Times 11 Jan 96 C4)

PEROT SYSTEMS LINKS WITH SWISS BANK CORPORATION

Perot Systems and Swiss Bank Corporation will jointly develop and market financial industry related information technology products and services, and Perot Systems will buy a 40% stake in

experts in 1996 will be looking for people who know the Internet, client-server computing or networking, according to hiring executives. "IS organizations are looking for people experienced in working with the Internet, particularly regarding security issues and building firewalls," says the CEO of a Santa Monica, Calif. consulting firm. In the client-server area, expertise in C++, Visual Basic and Forte programming is in demand, as well as front-end graphical user interfaces, relational databases and help-desk support. Programmers who otherwise would be in the \$50,000 to \$60,000 salary category might see an extra \$10,000 to \$20,000 tacked on for these skills, say some recruiting experts. (Information Week 1 Jan 96 p64)

Edupage is written by John Gehl (gehl@educom.edu) & Suzanne Douglas (douglas@educom.edu).

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INFORMATION TECHNOLOGY CONFERENCE The CAUSE organization's annual conference on information technology in higher education is scheduled for the end of this month in New Orleans. The conference will bring together administrators, academicians and other managers of information resources. For full conference information check out <<http://cause-www.colorado.edu>> or send e-mail to conf@cause.colorado.edu.

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Educum -- Transforming Education Through Information Technology

Kids Computing Corner

Frank Sereno, Editor

The Kids' Computing Corner
edited by Frank Sereno

Last week I started a contest to win free software from Brighter Child Software and American Education Publishing. Here are the contest rules:

FREE SOFTWARE!!

I have two software packages, and I will give away one each to two lucky readers. The packages are Muppet Reading & Phonics and Muppet Reading & Phonics II. Both programs require on IBM compatibles: a minimum 386 CPU, Windows 3.1 or greater, 4 MB RAM and a CD-ROM drive; for Macintosh: 256 colors, System 7, 4MB RAM and a CD-ROM drive. Each sells for around \$25.

Here are the rules:

1. Send an e-mail to me at this address - fsereno@matrix.uti.com
2. In the body of the letter, simply write Muppet Contest Entry and include your real name. I will send an e-mail to acknowledge all received entries.
3. If you do not have access to Internet e-mail, entries can be mailed to Frank Sereno, 528 West Ave., Morris, IL 60450 Entries via U.S. Mail will NOT receive an acknowledgment due to Postal efficiency and my poor bank account.
4. All entries must be dated by 11:59 p.m. on January 31, 1996
5. Only one entry per household, please
6. Employees or staff of STR Publishing, American Education Publishing and

Tebay Communications are not eligible

7. The first name chosen will receive his choice of the programs and second name will get the remaining program

8. Taxes, if any, will be the responsibility of the winners. Shipping will be paid by STR Publishing (ME!)

9. Winners will be notified by e-mail or regular mail and will also be announced in this column

I would like to thank American Education Publishing, Brighter Child Software and Tebay Communications for providing the software for this contest. Both programs were reviewed in 1995 and received good marks. The software is very easy for younger children to run and very entertaining. Children of all ages love the Muppets!

Rumpelstiltskin's Labyrinth of the Lost
Windows 95 CD-ROM

for all ages
MSRP \$49.95

TerraGlyph Interactive Studios
1375 Remington Road
Schaumburg, IL 60173
708-413-4100

Program Requirements

CPU:	486/33
RAM:	8 MB
OS:	Windows 95
Video:	640 x 480, 256 colors
HDDISK:	100k
CD-ROM:	Double-speed
Misc.:	Sound card, mouse

Fairy tales have fascinated children for hundreds of years. As adults, we hold fond memories of being told these stories by our grandparents and parents when we were young, and now we retell these classic tales of good versus evil to our own youngsters. TerraGlyph has provided another way that we can share these stories. Rumpelstiltskin's Labyrinth of the Lost combine beautiful computer animation, enthralling music and intriguing game play to teach the story of the poor miller's daughter and the impish man who could spin gold from straw.

The game starts with a beautifully animated opening sequence which tells the story of the miller's untrue boasts of his daughter's spinning abilities and the consequences she will face if she cannot turn a roomful of straw into gold. These animated sequences can be skipped in later gaming sessions by clicking the left mouse button.

Once the daughter has been left alone with her impossible task, Rumpelstiltskin appears. He offers to spin the straw into gold, but only if the daughter can find a treasure in the labyrinth. You must guide her through this maze, searching the eight oracles for the three golden orbs which can be traded for the treasure. You can choose from several game options. The game can be easy or hard with the hard version requiring the collection keys which correspond to the colors of the oracles. The other option is whether to have the oracle ask questions to permit opening the oracles. If you answer incorrectly, another question is asked. Answering

the second question wrong causes the oracle to lower back into the floor and you must leave the room and come back before you can try again. If you cannot find the orbs and return the treasure to Rumpelstiltskin, then the miller's daughter loses her life.

On the third night, Rumpelstiltskin not only requires his prize from the labyrinth, but also her first born child. Feeling she has little to lose because she doubts if she can succeed, she agrees to his contract. If you are successful in the labyrinth, the miller's daughter marries the king and in one year she will have a son. The imp returns and demands the child, but the queen refuses. He offers her a deal. If she can go to the labyrinth and learn his name, then he will not take her child.

Rumpelstiltskin's Labyrinth of the Lost provides a wonderful adventure for the young and young-at-heart. The graphics are appealing. The animations are equal to those of the best animated cartoons. The voice characterizations are bravura performances. The music is fantastic. Each song sets the appropriate mood for that scene. The songs of the miller's daughter are exceptionally poignant and beautiful.

The interface is a point and click design which is very simple and elegant. The cursor changes shape to indicate the available options in each screen. A white slanted cursor over an object indicates that an action is related to that object. In various scenes, this cursor will start brief animations such as mice running through a doorway. In the labyrinth, this cursor will open the oracles when the left mouse button is pressed. Straight white arrows which point left, right, up or down are exit cursors and are used to exit a scene in the direction of the area. Moving the cursor to the lower left corner of the screen enables the orb cursor. Clicking now will start the options menu in which players can choose game options, read on-line help or save a game in progress.

Rumpelstiltskin offers several gaming options which will keep the game challenging and entertaining through several plays. This game is especially fun if you play it along with your children. You can take turns answering the oracle questions and mapping the maze. This activity can really bring a family together.

Educational content is lacking. The oracle questions do provide intellectual stimuli, but these questions are not suitable for younger children due to their difficulty. The program would be much improved if the player could choose the types of questions and grade level difficulty. For example, if a ten-year-old child wished to study spelling, he could pick "Spelling" and "Grade 4" from the option menu. But since the questions have random difficulty and topic, Rumpelstiltskin gets a low score for educational value.

By list price, this title is moderately priced. It does not have a moneyback guarantee, but it does have a ninety-day warranty against defective media. Rumpelstiltskin provides for many hours of family fun and encourages interest in the classic Grimm's fairy tales. If you are looking for something that is beautiful, mesmerizing and uplifting, then Rumpelstiltskin's Labyrinth of the Lost is the program for you.

Ratings

Graphics	9.5
Sound	10.0
Interface	9.0
Play Value	8.5

Educational Value . . .	6.5
Bang for the Buck . . .	8.5
Average	8.67

That's all for this week. Be sure to enter the Muppet Software contest.
And I thank you for reading!

Sony Playstation Titles List STR Spotlight

Title	Publisher	Gameplay/Style
1. 3D Lemmings Strategy/Puzzle	Psygnosis	
2. A-Train IV	Maxis	Strategy
3. Agile Warrior Simulator	Virgin	Flight
4. Air Combat Simulator	Namco	Flight
5. Alien Virus	Vic Tokai	Adventure
6. Bases Loaded '96: Doubleheader Sports	Jaleco	
7. Battle Arena Toshinden	SCEA	Combat
8. Blazing Dragons	Crystal Dynamics	Combat
9. Brain Dead 13	ReadySoft	Action
10. Criticom	Vic Tokai	Action
11. Cybersled Futuristic Strategy Combat	Namco	
12. Cyberspeed Racing	Mindscape	Futuristic
13. D	Acclaim	Action RPG
14. Dark Stalkers	Capcom	Action
15. Defcon 5 Action/Adventure	Data East	3D
16. Descent Flight/Combat	Interplay	
17. Destruction Derby Demolition Racing	Psygnosis	
18. Discworld Adventure	Psygnosis	
19. Doom	Williams	3D Adventure
20. ESPN Extreme Games	SCEA	Racing
21. FIFA Soccer	Electronic Arts	Sports
22. GeomCube	American Technos	Puzzle
23. Gex	Crystal Dynamics	Platform
24. High Octane Racing	Electronic Arts	Futuristic
25. Incredible Toons	Capcom	Platform
26. Jumping Flash! Strategy	SCEA	Action

27. Jupiter Strike Shooter	Acclaim	Flying
28. Kileak: The DNA Imperative Adventure	SCEA	3D
29. King's Field Action/Adventure	ASCII	3D
30. Krazy Ivan Action	Sony Interactive Studios	
31. Loaded Strategy/Action	Interplay	
32. Mortal Kombat III	SCEA	Combat
33. NBA In the Zone	Konami	Sports
34. NBA Jam	Acclaim	Sports
35. NFL Full Contact	Konami	Sports
36. NFL Gameday	SCEA	Sports
37. NHL FaceOff	SCEA	Sports
38. NHL Hockey	Electronic Arts	Sports
39. Novastorm	SCEA	Sports
40. Off World Interceptor Shooter	Crystal Dynamics	Racing
41. PGA Tour	Electronic Arts	Sports
42. Panzer General Strategy/War	SSI	
43. Philosoma	SCEA	Action
44. Powerserve 3D Tennis	Ocean	Sports
45. Primal Rage	Time Warner	Action
46. Quarterback Club	Acclaim	Sports
47. Rayman	Ubi Soft	Platform
48. Resident Evil	Capcom	Action
49. Revolution X	Acclaim	Action
50. Ridge Racer	Namco	Racing
51. Road Rash Futuristic Racing	Electronic Arts	
52. Shell Shock	US Gold	Action
53. Shock Wave Flight Simulator	Electronic Arts	Futuristic
54. Space Griffon Action/Adventure	Atlus Software	3D
55. Starblade Alpha	Namco	Action
56. Street Fighter the Movie	Acclaim	Combat
57. Tekken Combat/Action	Namco	
58. The Hive	Trimark	Action
59. The Raiden Project	SCEA	Shooter
60. The Raven Project Strategy/Action	Mindscape	
61. Theme Park	Electronic Arts	Strategy
62. Total Eclipse	Crystal Dynamics	Action
63. Twisted Metal Shooter	SCEA	Driving
64. Viewpoint Shooter	Electronic Arts	Flying
65. WWF Wrestlemania	Acclaim	Sports
66. WarHawk Simulator	SCEA	Flight
67. Warhammer	Mindscape	Action
68. Wing Commander 3 Flight Simulator	Electronic Arts	Futuristic
69. WipeOut Racing	Psygnosis	Futuristic

70. X-Com

Microprose

Strategy

Shooter

71. Zoop

Viacom

Puzzle

Playstation Hints, Cheats and Secrets

All buttons are designated by the names below. They will appear throughout the FAQ as these symbols.

LEFT 2 (L2)

RIGHT 2 (R2)

LEFT 1 (L1)

RIGHT 1 (R1)

BU U FU
 \
 |
 /
B---(|)---F
 /
 |
 \
BD D DF

/\

[]

O or ()

X

Assault Rigs

This code is not confirmed, although very likely true. Also this code may only work on European PS.

Codes are entered during the game, not when it is paused..

- ' ALL WEAPONS L,R,L,L,R,L,R,U,D,U,U,D,U,D,D On the screen it says "Max Weapons added... oh yes"
- ' INVINCIBILITY L,X,L,X,L,L,X,R,X,R,X,X On the screen it says "Invincible ! Yes, indeedy"
- ' LEVEL 42 PASSWORD (),X,/\\,(),/\\,[]

Criticom

Level Codes for Criticom

LEVEL 2 LEVEL 3

- ' DAYTON sier eter
- ' DELARA phan king
- ' DEMONICA gone worl
- ' EXENE sphe wing
- ' GORM cham marv
- ' SID odth batm
- ' SONORK play chro
- ' YENJI spid star

Destruction Derby

Enter these codes instead of your name for some goodies.

- ' !DAMAGE! Makes your car invincible
- ' nPLAYERS Select number of cars (Only on Practice)
- ' REFLECT! Hidden track: Ruined Monastery

DOOM (Custom PSX Edition)

Level Passwords:

ULTIMATE DOOM

DOOM II

1 Hangar:

WLHYHCPWWW

31 Entryway:

WLHYHCP999

2 Plant:

PFX7ZN3NNN

32 Underhalls:

WLHYHCPCCC

3 Toxin Refinery:

WLHYHCPVVV

33 Gantlet:

PFX7ZN3666		
4 Command Control:	PFX7XZ3NMMM	34 The Focus:
WLHYHCPBBB		
5 Phobos Lab:	P7XFZ3NMMM	35 The Waste Tunnels:
PFX7ZN3555		
6 Central Processing:	PL1RY81LLL	36 The Crusher:
LWHYHPC555		
7 Computer Station:	LWHYHPCPPP	37 Dead Simple:
PFX7XZ3N444		
8 Phobos Anomaly:	PFX7ZN3TTT	38 Tricks & Traps:
WLHYHPCDDD		
9 Deimos Anomaly:	WLHYHCP000	39 The Pit:
PL1RY81333		
10 Containment Area:	PFX7ZN3SSS	40 Refeuling Base:
LWHYHPC777		
11 Refinery:	WLHYHCPZZZ	41 'O' of Destruction:
PFX7ZN3!!!		
12 Deimos Lab:	PFX7ZN3RRR	42 The Factory:
LWHYHPC888		
13 Command Center:	WLHYHCP222	43 Downtown:
PFX7ZN3999		
14 Halls of the Damned:	PFX7ZN3QQQ	44 Suburbs:
LWHYHPC999		
15 Spawning Vats:	WLHYHCP111	45 Tenements:
PFX7ZN3888		
16 Hell Gate:	PFX7ZN3FFF	46 The Courtyard:
LWHYHPC!!!		
17 Hell Keep:	WLHYHCP444	47 The Citadel:
PFX7ZN3777		
18 Pandemonium:	PFX7ZN3DDD	48 Nirvana:
WLHYHCPMMM		
19 House of Pain:	WLHYHCP333	49 The Catacombs:
PFX7ZN3YYY		
20 Unholy Cathedral:	PFX7XZ3NCCC	50 Barrels o' Fun:
WLHYHCPLLL		
21 Mt. Erebus:	LWHYHPCDDD	51 Bloodfalls:
PFX7ZN3XXX		
22 Limbo:	PL1RY81BBB	52 The Abandoned Mines:
LWHYHPCXXX		
23 Tower of Babel:	WLHYHPC555	53 Monster Condo:
PFX7XZ3NWWW		
24 Hell Beneath:	PFX7ZN3KKK	54 Redemption Denied:
WLHYHPCNNN		
25 Perfect Hatred:	WLHYHCP888	Secret Levels:
26 Sever of the Wicked:	PFX7ZN3JJJ	1 Fortress of Mystery:
PFX7XZ3NVVV		
27 Unruly Evil:	WLHYHCP777	2 Military Base:
LWHYHPCZZZ		
28 Unto the Cruel:	PFX7ZN3HHH	3 The Marshes:
PFX7ZN3222		
29 Twilight Descends:	WLHYHCP!!!	4 The Mansion:
WLHYHCPQQQ		
30 Threshold of Pain:	PFX7ZN3GGG	5 Club DOOM:
PFX7XN3N111		

Cheat Codes: All cheat codes are entered while the game is paused. They are combinations of buttons and d-pad buttons. If you do not get the code, unpause and pause again and try it again. Most messages will appear on the bottom of the screen.

'• LEVEL SELECT: R,L,R2,R1,/\",L1,(),X Lets you choose a

level to warp to right after you enter the code.

• ALL POWERFUL MODE: D,L2,[],R1,R,L1,L,() GOD Mode or

Degreelessness Mode You become invincible.

• LOTS OF GOODIES: X,/\",L1,U,D,R2,L,L Gives you all weapons, ammo for them, all keys for current level, etc.

• MAP ALL LINES: /\,/\,L2,R2,L2,R2,R1,[] Maps all walls and boundaries for the current stage.

• MAP ALL THINGS: /\,/\,L2,R2,L2,R2,R1,() Maps all objects as blue triangles including enemies, items, weapons etc

• X-RAY VISION: L1,R2,L2,R1,R,/\",X,R This one utilizes the PSX hardware's "see-through" effect for you to be able to see through 1 layer of wall or sprite. No message appears at the bottom of the viewing window for this one.

ESPN Extreme Games

1 CHEAT'S FOR ALL

At the "Choose Settings" screen, go to "Exhibition" and then choose "Continue Season". When asked to choose your memory card, choose "No".

Now enter the password:

237

190

190

080

000

000

176

113

219

This will give you a good character with \$5030 in cash, all the good vehicles, first place in the season, many season points, and first place in the first 2 races.

FIFA 96

• Start a game, pause it, select options, and enter a code. You will hear a "click." Exit the options menu, and go back to menu with Resume Game as a choice.

• Press []. You will get a secret options menu. Gray choices require another code..

• Use Left/Right on control pad to change settings.

• Invisible Walls X,X,X,/\",[],[],[],/\

• Curve Ball /\,[],X,/\",X,X

• Super Power /\,[],/\,/\,/\,/\,/\,/\,/\,/\,

• Super Goalie [],[],[],[],[],/\,/\,/\,/\,/\,

• Super Offense [],[],[],[],[],/\,X

• Super Defense /\,/\,/\,/\,/\,X,/\

• Shootout [],/\,[],X,[],/\

• Stupid Team [],/\,X,[],/\,X

• After entering the following codes (using the same method to enter the above codes), go back to the Main Menu (you must quit your game) and select OPTIONS to see new choices found at the bottom.

• Formal (tuxedos) [],/\,X,[],/\,/\,X,/\

• Federation [],/\,X,[],/\,/\,X,X Data and Spock

• Dynamic Duo [],/\,X,[],/\,/\,/\,[] Batman and Robin

• Default Color Pallete [],/\,X,[],/\,/\,/\,X

• Invisible [],/\,X,[],/\,/\,X,[] just hair,

shorts, shoes,

• Oktoberfest [],/\,X,[],/\,/\,/\,/\

• Dream Team [],[],/\,/\,X,X,[],[]

• EA Custom Teams [],/\,X,[],/\,/\,[],[]

^• Crazyball : X,[],/\,X,X,/\,[],X

LOADED

^• Ammo

1. Pause the game
2. Hold L1 and L2 for 10seconds
3. Still holding L1 and L2, hit D, R, (), L, R, (). Then hit X to use
4. Note: the game could glitch if you go over 15,000)

^• Health

1. Pause the game
2. Hold L1 and L2 for 10seconds.....
3. Still holding L1 and L2, hit R, R, L, D, D, U, and /\ and ().
4. Health will become an option. Hit X every time health is low!!!
5. This code is not easy to do, keep trying. If the code is used right after you die, but before you are on your next life you will be able to move around as the spot on the floor. This is useless since you can not shoot at anything or be killed, but it is weird!

Mortal Kombat III

^• Ultimate Kombat Kode at the Copyright Screen: 360 clockwise circle (d,b,u,f) Then it says enter the Ultimate Kombat Kode. Unlocks Smoke

Hit each button this number of times:

- ^• L1=0
- ^• R1=1
- ^• SQUARE=0
- ^• TRIANGLE=6
- ^• CIRCLE=U+1 (Hold Up while hitting once)
- ^• X=6

Enter these codes after the Prepare for Kombat screen:

- ^• Extended Menu #1 Hit X, R1, R2 - You will hear a Cymbal and you know you entered it right. Go to the Kombat Kube and hit UP, you will get a ?, hit a button. This gives you options like: SMOKE ON/OFF or FATALITY TIME ON/OFF
- ^• Extended Menu #2 Hit X, (), /\, R1, R1, R2, R2, R1, R1. Shao Kahn will say "You'll never win". Then hit Up at the Kombat Kube and you'll get the ? menu with two more options: 1 HIT KILLS and 1 ROUND BATTLES

NBA JAM TE

Hold L1 and R1 while entering these initials and birthdates.

^• Adrock	ADR	APR 6
^• Eric "Air-Dog" Samulski	AIR	JAN 21
^• Benny	BEN	SEP 20
^• Boo-Boo	THI	NOV 1
^• Larry Bird	LAR	JAN 15
^• Carol "Blaze" Blazekowski	BLZ	JAN 14
^• Brutah	GOW	JUL 17
^• John Carlton	CAL	MAR 25
^• Catling	CAT	JAN 2
^• Prince Charles	CHA	MAY 4
^• Asif "Chow-Chow" Chaudhri	CHD	MAY 5
^• Bill Clinton	BIL	JUN 3
^• Hillary Clinton	HIL	NOV 6
^• Crunch	WOL	MAR 7
^• Sal Divita	DIV	JUL 3
^• Facime	DEL	OCT 19
^• D. Falcus	DAZ	AUG 6
^• Jason Falcus	JAS	NOV 16
^• Fumungus	GUN	JAN 11

^.	Tony Goskie	GOS	JAN	6
^.	Gordon	GOR	JUL	3
^.	Gorilla	APE	APR	2
^.	Gray	ROB	FEB	23
^.	Heavy D	HEA	JAN	9
^.	Neil Hill	ZIG	APR	7
^.	Thomas Higgins	TOM	FEB	19
^.	Hodgeson	HOG	DEC	31
^.	Hugo	HOR	JUN	12
^.	Hutchinson	BAR	APR	9
^.	Jax	JAX	MAR	1
^.	Jazzy Jeff	JAZ	OCT	9
^.	Kabuki	KUB	APR	14
^.	Chris Kirby	CHR	DEC	18
^.	Shawn Liptak	LIP	JAN	14
^.	McHugh	BAA	JUL	12
^.	Magic Hair	STH	DEC	8
^.	Max	LIZ	AUG	7
^.	MCA	MCA	APR	9
^.	Mike D	M D	JUL	1
^.	Jay Moon	JAY	AUG	24
^.	Moore	MOE	JUN	8
^.	Mike "Mad Mike" Muskett	MUS	DEC	24
^.	Snake Palmer	SNK	JUN	15
^.	Pistol	WAN	JUN	10
^.	Renaldo	REN	FEB	4
^.	Jamie Rivett	REV	JUL	6
^.	Sequoia	SAW	APR	10
^.	Shelly	SHY	JUN	8
^.	Will "Fresh Prince" Smith	FRS	FEB	2
^.	Frank Thomas	FNK	JAN	8
^.	Tunnicliff	SAT	MAY	7
^.	Mark Turmell	TUR	JAN	31
^.	Weasel	DAN	JAN	2
^.	Completed Season:	FIN	JAN	1
^.	Final Game of Season	END	Jan	1

Enter these codes at the "Tonight's Matchup" VS screen...

^.	Baby Mode:	[], () five times
^.	Big Head Mode:	[], X, (), / \ 5 times-
^.	Huge Mode:	/ \, X 5 times-
^.	Mammoth Head Mode:	[], / \, (), X 5 times-
^.	Manpower:	R, R, L, R, X, X, R
^.	Powerup Defense:	R, U, D, R, D, U
^.	Powerup Dunks:	L, R, X, (), (), X
^.	Powerup Fire:	D, R, R, (), / \, L
^.	Powerup 3PTS:	U, D, L, R, L, D, U
^.	Quick Hands:	L, L, L, L, (), R
^.	Shot Clock Display:	U, U, D, D, / \
^.	High Arc Shots:	U, D, U, D, R, U, (), (), (), (), D
^.	1 Hit KO (1 opp):	U, U, U, U, L, L, L, L, (), ()
^.	1 Hit KO (2 opp):	U, U, U, U, L, L, L, L, (), X

Extended Roster: At the Selection screen, hold Select and spin pad 720 degrees counter-clockwise.

Off-World Interceptor

To max your cash, go to buy a Vivisector, then:

From the Options screen enter:

[],X,(),[],X,(),[],X,(),[],X,(),[],X,(),[],X,O, L1

[] X O (six times), then L1 You will hear a sound if done correctly.

Ridge Racer

- Bonus Cars: Beat Galaga when the game is loading
- Black Car: Beat the Time Trial Extra Course
- Extra Courses: Win all races
- Mirror Mode: At the beginning of the race, turn around and run into the wall past the starting point.

Twisted Metal

Level Passwords:

- Warehouse - (),/\,[],(),()
- Freeway - X,[],[],O,/\
- Park - X,/\,[],O,[]
- Cyburbia - X,[],/\,[],/\,/\
- Rooftop - [],/\,X,O,X
- Fight for your life [],/\,O,[],[]
- *Helicopter View (),(),/\,X, space Enter this code before entering a level code. This view only works on Arena, Rooftop and Fight for your life. While playing press DOWN+START a few times until you get the helicopter view
- Infinite Weapons /\,Space,[],(),()
- Invincibility [],/\,X,Space,()
- Weird /\,X,/\,[],/\,()
- Minion /\,X,(),[],/\

WARHAWK

**Note: a double space means nothing is entered there

[],[],O,[],X,[],/\	= Preview Epilog Text
/\, ,O,[],/\,X,X,[]	= Check Special Upgrades Text
O,O,O, ,X,/\,X,X	= Warhawk A-La Mode (Infinite Weapons, Invincible)
/\,/\,O,/\,[],/\,/\,X	= Infinite Weapons (Non-Invincible)
[],O,[],[],/\,X,/\,/\	= Thor Mode (9999 Flash-Bombs)
X,O,O,[],X,/\,O,/\	= Kali Mode (Super Swarms, Ultra-Lockons)
/\,X, ,O,O,X,/\,[]	= Preview Movies
/\,X,/\,[],[],[],X,/\	= Face to Face with Kreel
/\,X,[],/\,O,[],X,X	= Kreel's Door is Open
/\,X,[],O,/\,X,/\,[]	= Above 3rd Force Field
/\,X,/\,/\,/\,X,O,/\	= Above 2nd Force Field
/\,X,X,[],O,[],O,X	= Above 1st Force Field
/\,X,/\,[],O,X,O,O,	= Stormland
/\,O,O,/\,/\,X,[],/\	= In with the Gatekeeper
/\,O,O,[],/\,O,O,X	= West Gauntlet Boss
/\,O,X,/\,O,X,/\,[]	= East Gauntlet Boss
/\,O,/\,O,/\,X,[],[]	= Gauntlet Level
[],[],X,O,/\,O,[],/\	= Volcano Boss is Active
[],/\,X,X,X,/\,O,[]	= Volcano Level
X,[],/\,O,X,/\,[],[]	= Airship Rear Hanger Open
X,O,/\,/\,O,O,O,X	= Post Transformation Airship
X,/\,X,[],[],/\,[],/\	= Airship Level
O,O,O,[],/\,/\,[],/\	= Approaching Uma
O,[],/\,[],/\,/\,/\,[]	= In Canyon with Crystal
O,/\,X,[],O,O,/\,/\	= In Canyon with Belle
O,[],O,[],X,O,O,/\	= In Canyon with Amber
O,/\,/\,X,O,O,[],O	= Canyon Level

/\,O,X,/ \,O,O,X,[] = Desert All But Done
/\,[],X,/ \,O,[],O,X, = Pyramid Has Risen
/\,[],X,/ \,X,X,[],[] = Desert Level

WIPEOUT

- '• Access Rapiier class: Highlight 'one player' Hold L2,R2,L, Start and Select. Then press X
- '• To access FireStar (the secret hidden track) Highlight 'one player' Hold L1,R1,Right, Start, Square and Circle. Press X Firestar should be at the bottom of the track list.
- '• Turbo Start Is achieved by having the red rev bar on the second line from the end when the announcer says 'go'. best way is to press accelerate as the orange light comes on (possibly slightly different depending on the vehicle) or in the middle of the announcer saying 'one'.

WWF Wrestlemania

Select Screen Codes:

- '• Random Select: Hold UP and press START.
- '• COMBO Meter Auto-Fillup: Hold L1+R2 and press [], X, O, /\ "COMBO" should appear under the picture on your side.

Atari Interactive

software/Jaguar/Computer Section

Dana Jacobson, Editor

From the Atari Editor's Desk

"Saying it like it is!"

I do have to apologize (again) for the dismal content of this week's Atari computing section. It's not all my fault mother nature had a major role to play, as well! The weather here in New England, and much of the east coast has been horrendous the past few weeks; and this week was/is no different. My chronic back problems have worsened due to the amounts of shoveling being done (over and over again!); and sitting in one spot for any length of time only makes it worse while the back stiffens up. And, there's another storm coming and due to arrive by the time you read this issue! Ahhhh, to be young again and really be able to appreciate this weather rather than have to figure out where to put all of this stuff! Oh well, it's nice to look at, for awhile...

Consequently, my Falcon CD-ROM article didn't get finished this week. About all I can muster is an editorial winter lament. I really hate excuses! But, it does give me the opportunity to talk to you, the readers of STReport, and see if I can drum up some literary support. As I'm sure I've mentioned a number of times in the past, we're always looking for original articles related to Atari computing being contributed for publication in these pages. In the past few months, I've noticed a lot of knowledgeable people posting information on the online services, as well as

the UseNet Atari newsgroups. You're everywhere. Why not consolidate your information, expertise, and enjoyment of Atari computing by contributing an article now and then in a publication that would carry it to a worldwide distribution? Everyone would be able to appreciate your contributions, rather than a limited readership that may miss out because a message header on the UseNet may be misleading and people skip reading your message/article? Think about it, jot down your ideas, and drop me a line in e-mail about it. Just write me at: "dpj@delphi.com" and we'll get the ball rolling. There are still a number of worthwhile topics and software/hardware making its way to Atari users that we'd all benefit from learning more about. You can help make this happen; I'd like to hear from you.

In the meantime, if you're on the east coast of the U.S., get stocked up with food and other necessities. Get the blankets out, warm up the Atari computer and stay busy (and warm!). And I'll be trying to figure out how and where to remove the snow from the past two storms and also this new one rapidly approaching.....my poor back will never forgive me!

Until next time...

Jaguar Section

1. IG Online Expands to Print!
2. Games! And More!

From the Editor's Controller - Playin' it like it is!

The news of Atari's new Atari Interactive division has brought with it a new level of "what's going to happen to the Jaguar" rumors. A lot of speculation has been bandied about with regard to this news. Is Atari expanding? Is Atari abandoning the Jaguar to focus on PC-game development? Is the end near for Atari altogether? Will Jaguar games be abandoned and re-focused on the PC? You name it, it's likely that the thought has occurred.

My take on all of this is that Atari is looking for the means to survive, and prepare itself in case the Jaguar falters as much as the public already feels that it has. Atari can't limit itself to one product. PC-gaming will never be a bad move with the growing number of PCs making into households these days. If Atari creates good conversions of their classics, mixed with some great originals, they should be able to do well. Yes, I said "should". I said the same thing when the Jaguar arrived. As we all know, having great hardware and software does not automatically equate to success.

Who knows what kind of sales Atari had over the holidays? I don't know, but the first quarter financial reports should give us a pretty good idea. Did the price drop to \$99 help? Did it generate a LOT of sales? I wish that I had an answer. Atari's Ted Hoff announces 20 titles for 1996. A conservative number, to be sure, but realistic. However, those 20 titles are all names that we've seen before, on lists that are at least a year old. These are not what one would consider "new" games, but ones we're already aware of that haven't appeared yet either due to delays or lack of focus.

Yes, the games are coming, as we all hoped. They're even coming in bunches. Finally, we have some choices and an ironic situation for many in that we have to choose what to buy and wait a bit before we have more disposable cash to buy that second or third game that we wanted to buy when it first appeared, but couldn't! Will it last? Will we see NEW titles being considered for 1996, or even 1997? Third-party games? New

developers? At this point, I really don't know. I think we'll know by the time the second quarter financial reports are out, if not sooner. I won't make any predictions.

Until next time...

Jaguar Catalog STR InfoFile - What's currently available, what's coming out.

Current Available Titles

CAT#	TITLE	MSRP	DEVELOPER/PUBLISHER
J9000	Cybermorph	\$59.99	Atari Corp.
J9006	Evolution:Dino Dudes	\$19.99	Atari Corp.
J9005	Raiden	\$29.99	FABTEK, Inc/Atari Corp.
J9001	Trevor McFur/Crescent Galaxy	\$19.99	Atari Corp.
J9010	Tempest 2000	\$39.95	Llamasoft/Atari Corp.
J9028	Wolfenstein 3D	\$29.95	id/Atari Corp.
JA100	Brutal Sports FootBall	\$69.95	Telegames
J9008	Alien vs. Predator	\$69.99	Rebellion/Atari Corp.
J9029	Doom	\$69.99	id/Atari Corp.
J9036	Dragon: Bruce Lee	\$29.99	Atari Corp.
J9003	Club Drive	\$29.99	Atari Corp.
J9007	Checkered Flag	\$19.99	Atari Corp.
J9012	Kasumi Ninja	\$29.99	Atari Corp.
J9042	Zool 2	\$19.99	Atari Corp
J9020	Bubsy	\$19.99	Atari Corp
J9026	Iron Soldier	\$29.99	Atari Corp
J9060	Val D'Isere Skiing	\$39.99	Atari Corp.
	Cannon Fodder	\$49.99	Virgin/C-West
	Syndicate	\$69.99	Ocean
	Troy Aikman Football	\$69.99	Williams
	Theme Park	\$69.99	Ocean
	Sensible Soccer		Telegames
	Double Dragon V	\$59.99	Williams
J9009E	Hover Strike	\$39.99	Atari Corp.
J0144E	Pinball Fantasies	\$59.99	C-West
J9052E	Super Burnout	\$59.99	Atari Corp.
J9070	White Men Can't Jump	\$49.99	Atari Corp.
	Flashback	\$59.99	U.S. Gold
J9078E	VidGrid (CD)		Atari Corp
J9016E	Blue Lightning (CD)	\$59.99	Atari Corp
J9040	Flip-Out	\$49.99	Atari Corp
J9082	Ultra Vortek	\$69.99	Atari Corp
C3669T	Rayman	\$69.99	Ubi Soft
	Power Drive Rally	\$69.99	TWI
J9101	Pitfall	\$59.99	Atari Corp.
J9086E	Hover Strike CD	\$59.99	Atari Corp.
J9031E	Highlander I (CD)	\$59.99	Atari Corp.
J9061E	Ruiner Pinball	\$59.99	Atari Corp.
	Dragon's Lair	\$69.99	Readysoft
J9097E	Missile Command 3D	\$59.99	Atari Corp.
J9091E	Atari Karts	\$59.99	Atari Corp.
J9044E	Supercross 3D	\$59.99	Atari Corp.
J9106E	Fever Pitch Soccer	\$59.99	Atari Corp.
J9043E	I-War	\$59.99	Atari Corp.

J9069	Myst (CD)	\$59.99	Atari Corp.
	Primal Rage	\$69.99	Time Warner
	Battlemorph	\$59.99	Atari Corp.
J9055	Baldies	\$59.99	Atari Corp.
J9089	NBA Jam TE	\$69.99	Atari Corp.
	Zoop	\$49.99	Atari Corp.

Available Soon

CAT#	TITLE	MSRP	DEVELOPER/PUBLISHER
	Defender 2000	TBA	Atari Corp.
	Fight For Life	TBA	Atari Corp.
	...Mutant Penguins	\$59.99	Atari Corp.
	World Tour Racing	TBA	Atari Corp.
	Breakout 2000	\$49.99	Atari Corp.
	Max Force	\$59.99	Atari Corp.
J9021	Brett Hull Hockey	\$69.99	Atari Corp.

Hardware and Peripherals

CAT#	TITLE	MSRP	MANUFACTURER
J8001	Jaguar (no cart)	\$99.99	Atari Corp.
J8904	Composite Cable	\$19.95	
J8901	Controller/Joypad	\$24.95	Atari Corp.
J8905	S-Video Cable	\$19.95	
	CatBox	\$69.95	ICD
J8800	Jaguar CD-ROM	\$149.99	Atari Corp.
J8908	JagLink Interface	\$29.95	Atari Corp.
J8910	Team Tap 4-Player Adapter)	\$29.95	Atari Corp.
J8907	Jaguar ProController	\$29.95	Atari Corp.
J8911	Memory Track	\$29.95	Atari Corp.
J8909	Tempest 2000: The Soundtrack	\$12.99	Atari Corp.

Industry News STR Game Console NewsFile - The Latest Gaming News!

New Print Games Magazine:	200,000.
Announcement!	Throughout the last year,
From: Jeremy B Horwitz	Intelligent Gamer Online has
<horwitz@acsu.buffalo.edu>	received
Before I post this	industry-wide acclaim for its
announcement, let me say thank you	accurate, comprehensive and up-to-
to some very special people.	the-minute coverage of new video
Intelligent Gamer Online has been	game products. "We knew that IG
lucky enough to have the greatest	Online was special when we saw it,"
readers in the world -- citizens of	explains Steve Harris, president of
the Net and online services who	Sendai, "and we know that these
have been exceptionally kind to	guys will make a great addition to
those of us at IG Online as we've	Sendai's winning team."
spent the last year working to	The Intelligent Gamer Online
bring information to the masses.	service has been the subject of
Because you've been so good to us,	rave
we're making this announcement to	articles in several magazines,
our friends in the online world	where it has been deemed "well-
before the business wires get wind	designed and informative,"
of the news. Needless to say, we're	"arguably the most reliable" and
very happy to offer the online	"unrivalled." Named both "Cool Site
world the chance to get involved in	of the Day" and "Cool Place of the
something of this magnitude. We're	Day," Intelligent Gamer Online is
about to embark upon a new	read worldwide and has been used as

adventure, and we're asking for your support and advice in these very exciting times. If you have any suggestions or questions once you've read this announcement, please address them to me.

- Jer Horwitz

SPECIAL ADVANCE ANNOUNCEMENT:

Sendai Signs to Bring Intelligent Gamer Online to Newsstands

Chicago, Illinois -- January 5, 1996 -- In an exclusive arrangement, Sendai Media Group announced today that it has signed with Intelligent Gamer Online's Jer Horwitz and Anthony Shubert to bring the Internet's leading supplier of game-related information onto newsstands. Beginning with the March issue, Sendai's FUSION magazine will become FUSION/Intelligent Gamer, providing game players with the first word on the next generation of gaming. Editorial content will focus on insider news and information, lengthy hands-on reviews of upcoming game products, and hard-hitting interviews with the developers and executives who are shaping the video game and CD-ROM landscapes. The first issue of the new magazine will have a projected distribution in excess of 'Intelligent Gamer' was an oxymoron, and that's just the attitude we've proved outdated. Surrounded by so many new titles and new types of hardware, today's gamer is a careful consumer first and foremost, and that's the audience we reach."

The Sendai Media Group produces magazines targeting the male youth market that range from ELECTRONIC GAMING MONTHLY, the leading magazine covering the exploding world of electronic entertainment, and CINESCAPE, which provides coverage of action and science fiction film and TV productions. Sendai's publications are read by more than 35 million people annually world wide.

Intelligent Gamer Online can be found on the Internet's World Wide Web at <http://igonline.escape.com> and <http://www.utiweb.com/~igonline>, and in the video games forums of

an information source by printed magazines from the United States, Europe, Australia and Asia.

"We realize that there are many video game magazines on the market already," comments Joe Funk, Sendai's Editorial Director, "but Intelligent Gamer's content is unique. On the Internet, hard-core gamers trust IG, people in the industry quote IG, and parents rely on IG for advice on which games to choose for their kids. There will definitely be room in the marketplace for a product of this quality."

"We're thrilled to be working with Sendai on this new venture," says Jer Horwitz, who will become Editor-in-Chief of FUSION/Intelligent Gamer. "We've worked very hard to win the trust and respect of our readers and the industry at large, and we've succeeded. This agreement will bring Intelligent Gamer's high standards to a much wider audience."

The new magazine's Editor at Large, Anthony Shubert, notes that "when we were just starting out, one magazine's editor told us that

Times' Managing Editor in the front-page story. "Rather, the 'simply' in Simply Interactive is intended to emphasize Microsoft's highly ambitious plan to clean up, or unify, much of the software surrounding its Windows 95 and Windows NT operating systems."

"Simply Interactive PC is a theme that is guiding our investment in Windows, to deliver more interactivity," said Carl Stork, a director of Microsoft's personal systems division. However, he noted that Microsoft has not formally discussed the technology. "Anything we do until we say it publicly is highly speculative," he said. "We reserve the right to change our mind."

According to Microsoft documents obtained by Electronic Engineering Times, the Simply Interactive PC will be a collection of open specifications including a new family of 32-bit Windows drivers

leading commercial online services.
Microsoft Quietly Develops The
"Simply Interactive PC,"
According To An "Exclusive Report"
In Cmp's Electronic Engineering
Times

MANHASSET, N.Y. -- An exclusive article in the January 8 issue of CMP's Electronic Engineering Times reveals that Microsoft Corp. (Nasdaq-NNM: MSFT) is working on an ambitious strategy to create the "Simply Interactive PC." According to company documents obtained by Electronic Engineering Times, the Simply Interactive PC would be a streamlined Windows-based information appliance envisioned as "the best platform for entertainment, Internet access and communications." And, sources close to the effort believe it has the potential to steal the spotlight from the \$500 Internet-access PCs something that's been the subject of heated industry design activity in recent months.

"Despite its name, the PC Microsoft envisions is not a simple, stripped-down platform," writes Alexander Wolfe, electronic Engineering

Windows 95 and convert it to a fully 32-bit operating system."

According to a presentation prepared by Stork for delivery at a recent design preview and obtained by Electronic Engineering Times, Microsoft "will continue to offer two complementary versions of Windows for the foreseeable future." But as Wolfe notes, "after 1998, the two OS's could begin to resemble each other in all but name."

Electronic Engineering Times, published by CMP, is the leading publication covering the high tech OEM industry. The well-respected weekly is the only source that delivers news of both business and technology to the engineering community and technical/corporate management at U.S. OEM organizations. CMP Publications, Inc. is the only provider of high-tech publishing, marketing and information services to reach the entire spectrum of the high-technology market. Through its

bringing advanced multimedia capabilities to an x86-based system, rather than a product from Microsoft. However, the company has trademarked the "Simply Interactive PC" name and may be planning to license a logo that would appear on each system sold, in a manner similar to the widely used "Windows-compatible" and "Intel Inside" stickers.

In a side-bar to the article, Wolfe notes that Microsoft's Simply Interactive PC would drive Windows 95 from its current design, consisting of a mix of 16-and 32-bit software, to a new, all-32-bit code base scheduled for release next year.

Although the streamlined Win32 driver model (WDM) now in development will run under the current version of Windows NT, Microsoft would have to significantly modify much of the underlying technology in Windows 95 to support the WDMs. "Currently, Windows 95 is heavily geared toward Visual Basic-type drivers known as VxDs," writes Wolfe. "To handle WDMs, Microsoft will have to jettison all of the 16-bit code in leading game makers to give users a taste of the power, ease and excitement of gaming under the Microsoft(R) Windows 95 operating system. The CD features 39 playable trial-version games and demonstrations developed specifically for Windows 95 and offers a state-of-the-art, interactive 3-D graphical interface.

Games developed for Windows 95, including all the titles on the Games for Windows 95 CD, take advantage of AutoPlay technology, which makes installation of games on Windows 95 as easy as inserting a CD into a computer. New games designed for Windows 95 exploit the operating system's power and features to surpass MS-DOS(R) operating system-based games and deliver fast, high-resolution graphics, high-fidelity sound, great multiplayer connectivity and digitally precise, responsive joystick control -- all without installation hassles. Only games

unique market position, CMP reaches the builders of technology with Electronic Engineering Times, Electronic Buyers' News, and OEM Magazine; the sellers of technology with Computer Reseller News, Computer Reseller News/Germany, Computer Retail Week, and VARBusiness; and the users of technology with InformationWeek, Interactive Age Digital, CommunicationsWeek, CommunicationsWeek International, Informatiques Magazine, Network Computing, WINDOWS Magazine, HomePC and NetGuide. All of these publications and a series of innovative news services are available on the World Wide Web through CMP's TechWeb(TM) (<http://techweb.cmp.com>), the online technology source.

Microsoft Games For Windows 95 CD Coming Soon To Retail Outlets

LAS VEGAS -- Microsoft Corp. today announced that the Games for Windows(R) 95 CD is scheduled to be available at retail outlets Jan. 15, 1996, priced at approximately \$9.95. Microsoft has allied with

- Al Unser Jr. Arcade Racing (Mindscape Inc.)
- Arcade America (7th Level)
- Atari 2600 Action Pack (Activision Inc.)
- Battle Beast (7th Level)
- Beavis and Butthead in Virtual Stupidity (Viacom New Media)
- Commodore 64 15-Pack (Activision)
- DogZ (PF. Magic)
- DOOM for Windows 95 (id Software)
- Double Switch (Digital Pictures)
- Endorfun (Time Warner Interactive Inc.)
- Full Tilt! Pinball (Maxis)
- Fury3 (Microsoft)
- Havoc (Reality Bytes)
- The Hive (Trimark Interactive)
- Ice & Fire (Zombie)
- Locus (Zombie)
- MechWarrior 2 (Activision)
- Pitfall: The Mayan Adventure (Activision)
- Pressure Drop (Starhill Productions)
- Return Fire (Time Warner)
- Shanghai: Great Moments

designed specifically for Windows 95 offers this combination of great game performance and ease of installation.

"Finally, users don't need to worry about installing new games on their PCs," said Brad Silverberg, senior vice president of the personal systems division at Microsoft. "Windows 95 offers users everything that an MS-DOS-based or game-machine game does, plus automatic installation, a broad spectrum of titles, unparalleled quality of game play, and access to advanced technology such as multiplayer gaming. The Games for Windows 95 CD is a great way for anyone interested in gaming to try hot new titles and experience the benefits that Windows 95 offers as a leading game platform."

Thirty-Nine Windows 95-Based Games Featured

The Games for Windows 95 CD offers users hours of exciting game play, featuring the hottest games developed for Windows 95. The CD includes fully playable samples of the following titles:

1995. Leading game manufacturers joined Microsoft in launching Windows 95 as a game platform in a special industry event on Oct. 30, 1995.

Leading third-party developers worked aggressively to deliver new Windows 95-based game titles in time for the holiday season and are committed to Windows 95 as the platform of choice for new games in 1996.

"Our first original Windows 95-based title, Full Tilt! Pinball, is selling very well, as is the native Windows 95-based version of SimCity 2000," said Robin Harper, vice president of marketing at Maxis. "Since consumers have exhibited such enthusiasm for both new games and adaptations of existing games on Windows 95, all future Maxis entertainment software will be developed for this platform."

Windows 95 offers features that make it the platform of choice for gaming, including AutoPlay for automatic game installation; the new DirectX APIs for enhanced graphics, sound, joystick control

- (Activision)
- SU-27 Flanker (Strategic Simulations Inc.)
- TriTryst (Virgin Interactive Entertainment)
- Under Pressure (Starhill Productions)
- Zork: Nemesis (Activision)

Also included are demonstrations of 13 other game titles for Windows 95.

Windows 95 Is the PC Platform of Choice for the Game Industry

The game industry strongly supports Windows 95. Forty of the game industry's leading companies are shipping more than 75 games and accessories specifically designed to exploit the power and features of Windows 95. Commercial availability of game titles and the Games for Windows 95 CD are the latest steps in the game industry's move to Windows 95. Microsoft announced enhanced gaming support in Windows 95 at the Computer Game Developers Conference in April 1995 and delivered the final Windows 95 Game Development Kit in September System Requirements

To play the Games for Windows 95 CD, users need a Windows 95-compatible PC, 8 MB of memory and a compatible sound card. A compatible joystick is optional.

Founded in 1975, Microsoft (Nasdaq: MSFT) is the worldwide leader in software for personal computers. The company offers a wide range of products and services for business and personal use, each designed with the mission of making it easier and more enjoyable for people to take advantage of the full power of personal computing every day.

NOTE: Microsoft, Windows and MS-DOS are either registered trademarks or trademarks of Microsoft Corp. in the United States and/or other countries. All other trademarks and registered trademarks are the property of their respective owners.

and multi-player connectivity; and Plug and Play to simplify hardware setup.

"Windows 95 is the showcase for unparalleled game play through faster, enhanced graphics and increased sound capabilities," said Bobby Kotick, chairman and CEO of Activision Inc. "Whether running an action, adventure or mystery title, Windows 95 maximizes the potential to bring consumers the most cutting-edge gaming experience available."

"The tidal wave of new titles for Windows 95 and the release of the Games for Windows 95 CD are the latest evidence of the gaming industry's shift to Windows 95 as the primary PC platform for game play," said Tim Bajarin, president of Creative Strategies Research. "By the 1996 holiday season, I expect that most new game titles will be designed specifically to take advantage of the impressive gaming capabilities of Windows 95."

Jaguar Developers STR InfoFile - Current Developer Lists & Titles

Game Title	Date Game Type	MSRP	Publisher
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Air Cars	TBA	Racing/Combat	\$59.99	MidNite Ent.
Alien vs. Predator	NOW	Role Play/Adventure	\$69.99	Atari
Assault	2Q/96	Action/Combat	\$59.99	
MidNite Ent.				
Atari Karts	NOW	Driving	\$59.99	Atari
Attack Mutant Penguins	2/96	Arcade	\$59.99	Atari
Baldies (CD)	NOW	Action/Sim	\$59.99	Atari
Battlemorph (CD)		NOW Flying/Action	\$59.99	Atari
Battlesphere	TBA	Space/Combat	TBD	4-Play
Battlestar	TBA	Space/Combat	TBD	?
Battle Wheels	TBA	Racing/Combat	TBD	Beyond
Games				
Blue Lightning (CD)		NOW Flying/Action	\$59.99	Atari
Braindead 13 (CD)	TBA	Action/Adventure	TBD	
ReadySoft				
Breakout 2000	6/96	Puzzle	\$49.99	Atari
Brett Hull NHL Hockey	2/96	Sports	\$69.99	Atari
Brett Hull Hockey (CD)	4/96	Sports	\$69.99	Atari
Brutal Sports Football		NOW Sports/Combat	\$69.99	
Telegames				
Bubsy	NOW	Action/Adventure	\$19.99	Atari
Cannon Fodder	NOW	Action/Adventure	\$49.99	Virgin
Chas. Barkley Basketball	1Q/96	Sports	\$59.99	Atari
Checkered Flag	NOW	Racing	\$19.99	Atari
Club Drive	NOW	Racing	\$29.99	Atari
Commander Blood(CD)	2/96	RPG	\$69.99	Atari
Cybermorph	NOW	Flying/Action	\$59.99	Atari
Dactyl Joust	TBA	Action	TBD	Atari
Dante (CD)	6/96	Action	TBD	Atari
Defender 2000	2/96	Arcade	\$59.99	Atari
Doom	NOW	Action/Combat	\$69.99	Atari
Double Dragon V	NOW	Action/Adventure	\$59.99	Williams
Dragon: Bruce Lee Story		NOW Combat	\$29.99	Atari
Dragon's Lair (CD)	NOW	Adventure	\$69.99	ReadySoft
Dragon's Lair 2(CD)	TBA	Adventure	TBD	ReadySoft
Dungeon Depths	2Q/96	Action/Adventure	\$59.99	MidNite
Ent.				
Evolution: Dino Dudes	NOW	Puzzle/Adventure	\$19.99	Atari
Fever Pitch Soccer	NOW	Sports	\$59.99	Atari
Fight For Life	2/96	Combat	TBD	Atari
Flashback	NOW	Action/Adventure	\$59.99	US Gold
Flip-Out	NOW	Puzzle	\$49.99	Atari
Formula 1 (CD)	1Q/96	Racing	TBD	Atari
Highlander I (CD)	NOW	Action/Adventure	\$59.99	Atari
Highlander II (CD)	3/96	Action/Adventure	TBD	Atari
Highlander III (CD)		5/96 Action/Adventure	TBD	
Atari				
Horrorscope	TBA	Combat	TBD	V Reel
Hover Strike	NOW	Action/Combat	\$39.99	Atari
Hover Strike CD	NOW	Action/Combat	\$59.99	Atari
Hyper Force	TBA	?	TBD	Comp. West
Iron Soldier	NOW	Action/Strategy	\$29.99	Atari
Iron Soldier II (CD)		4/96 Action/Strategy	\$59.99	
Atari				
I-War (a.k.a. Netwar)		NOW Action/Adventure	\$59.99	Atari
Kasumi Ninja	NOW	Combat	\$29.99	Atari
Magic Carpet (CD)	11/96	Action/RPG	TBD	Atari
Max Force (CD)	1Q/96	Action	\$59.99	Atari
Missile Command 3D	NOW	Action/Arcade	\$59.99	Atari

Mortal Kombat 3		9/96 Fighting	TBD	Atari
Myst (CD)	NOW	Interactive Novel	\$59.99	Atari
NBA Jam T.E.		NOW Sports	\$69.99	Atari
Phase Zero		9/96 Action/Arcade	\$59.99	Atari
Pinball Fantasies	NOW	Arcade	\$59.95	Comp. West
Pitfall/Mayan Adv.	NOW	Arcade	\$59.99	Activision
Power Drive Rally	NOW	Driving	\$69.99	TWI
Primal Rage (CD)	NOW	Fighting	\$69.99	TWI
Raiden	NOW	Action/Adventure	\$29.99	Atari
Rayman	NOW	Action/Adventure	\$69.99	Ubi Soft
Rise of the Robots(CD)	TBA	Action/Arcade	TBD	TWI
Robinson's Requiem		2/96 Adventure	\$59.99	Atari
Rocky Horror (CD)		10/96 Adventure	TBD	Atari
Ruiner Pinball	NOW	Arcade	\$59.99	Atari
Sensible Soccer		NOW Sports		
Telegames				
Sky Hammer (CD)		8/96 Flying/Action	TBD	Atari
Soccer Kid		TBA Sports	TBD	Ocean
Soul Star (CD)		5/96 Action/Sci-Fi	TBD	Atari
Space Ace (CD)	TBA	Space/Combat	TBD	ReadySoft
Super Burnout		NOW Racing	\$59.99	Atari
Supercross 3D		NOW Sports	\$59.99	Atari
Syndicate	NOW	Simulation	\$69.99	Ocean
Tempest 2000		NOW Action/Adventure		\$39.99 Atari
Theme Park		NOW Simulation	\$69.99	Ocean
Trevor McFur		NOW Action/Adventure	\$19.99	Atari
Troy Aikman Football		NOW Sports		\$69.99
Williams				
Ultimate Brain Games		TBA Puzzle		TBD
Telegames				
Ultra Vortek	NOW	Action/Adventure	\$69.99	Beyond
Games				
Val D'Isere Skiing	NOW	Sports	\$39.99	Atari
VidGrid (CD)	NOW	Puzzle/Music		---
Atari				
Wayne Gretzky (CD)		2/96 Sports	TBD	TWI
White Men Can't Jump				
(w/Team Tap)	NOW	Sports	\$49.99	
Atari/TriMark				
Wolfenstein 3D	NOW	Combat/Action	\$29.99	Atari
World Tour Racing		3/96 Sports	TBD	Atari
Zero 5		7/96 Space/Combat	TBD	Atari
Zool2		NOW Action/Adventure	\$19.99	Atari
Zoop	NOW	Puzzle	\$49.99	Viacom

[Editor's note: Titles, scheduled release dates, and prices are verified from Atari - all subject to change]

ONLINE WEEKLY STReport OnLine

The wires are a hummin'!

PEOPLE... ARE TALKING

On CompuServe

compiled by
Joe Miranda

73637,2262

Here we are friends, the second week of 1996. And in the span of two weeks, we in the Northeast, face our third winter storm. It reminds me of Reginald Vel whatever-his-name-is from Diehard singing: Oh the weather outside is frightful... da da da da da delightful... Yep, you guessed it... I've got cabin fever. I hate the snow. I hate the cold. I hate just about everything. And I hate the fact that I hate it. Well, that's okay. As long as I've got a modem and a phone line I'm happy. And, if present developments are any indication, I'll be able to log on to CompuServe with my ST for a long time. There is now some real grass-roots interest in getting a HMI-enabled program for the ST. Let's take a look.

From the Atari Computing Forum.

On the subject of the number of colors "needed" to access CompuServe using CIM or a HMI navigator I post:

"...I believe that many of the "colors" in an HMI-type of program could use the built-in patterns in monochrome mode... It might not look like the Windows version, but it would be something for those who wanted it."

Sysop Bob Retelle replies:

"Heh... I remember playing midimaze in monochrome... it used the internal fill patterns to indicate the different colors, and was it ever a pain...!"

(Pattie Rayl tried to use it first and couldn't figure out if she was supposed to be shooting the "slants" or the "stripes"... they finally gave me the mono monitor because I'd just shoot everyone, and it didn't matter what pattern they were...!)

You're probably right though.. in this application, I'll bet it would work just fine."

I reply to Bob:

"I remember playing midimaze in mono as well... you sure had to use your imagination.

>You're probably right though.. in this application, I'll bet it would work just fine. <

No one would ever mistake it for VGA, but as long as it lets us "see" what's on CIS, I'll be

pages. This doesn't mean you have to look at 'em. ;-) Especially if your program is an off-line browser."

Ben at TOC Oz. posts:

"Regarding telecommunications packages for CIS : I recently spoke to someone who is very capable of writing such a package. They often look into these forums, to judge the salability of their efforts. The context of our conversation was : They want to know how many C-LAB Falcons are going to be bought, so that the project will be viable, and I want to know how many up to date, high quality products are available to my C-LAB Falcon customers.

YOU CAN NOT HAVE ONE WITHOUT THE OTHER !!!!! The Falcon is HERE NOW where's the purchasers, where's the peripherals ... ?, They are out there, ... they just have to be brought together !

If any one else says that they either have to swap platforms or die with their STs, I will start believing you are stupid, and can't be helped as you don't want to be....any of you Celtic/Anglo types should know the story of the dog and the thistle ! You're only whining because your either lazy, or stupid, or both ! (that's the context of the dog/thistle story) Put your money where your mouth is ! contact the C-LAB dealer in your country ! C-LAB are only shipping small numbers, because the average user is not being switched on to it's superior multi media

happy... for a while. <g>"

Mark Kelling adds:

"As for color in CIM: hey, it just brightens up the icons, nearly everything is still just text online anyway.

If the new online areas are any indication though, the future will be in photo realistic shades. Most of the new areas save splashy, Internet Web looking welcome pages. The Mall, Money Mag., Internet Q&A, are just some of the many -- and word is that Forums are next in line to get full color welcome telecommunications of some sort. With each new enquiry, is the possibility of another customer for CIS. the logic is obvious.(if not read above). For those who experience financial difficulty, C-LAB have provided upgrade path to the Mark X, which has obvious benefits for both customer and developer, bringing O/S's, hardware, and bug fixes, to a standard, which means that developers, and customers will have more confidence in the platform !

Renewed interest in the platform will trickle down to more interest in some sort of ST compatibility, which will benefit those who simply can't afford a Falcon, ... consider ZERO-X by SoundPool, if it finds itself on a Falcon it will use the DSP, otherwise it won't ! It doesn't bomb and tell you to go away. Also consider many owners who have both an ST, and a Falcon... (As STs don't die ;-), some form of compatibility is necessary. If instead of the Falcon it was a Mac, or clone, this wouldn't be the case ! and the STs and ST support would be set on the long and narrow path of attrition, till they are only found in museums !

This message is being written on a C-LAB Falcon Mark II 14/811. So somebody has one !, and I live on an island in the middle of the ocean, far away from America, or Europe ! How did it get here ? How did I know they were available ?

abilities. C-LAB Falcons motto is "power without price", and it is indeed just that !

Just ask Alberto Sanchez how fast Apex Multimedia is, if you don't believe me ! Everything has to start somewhere, don't complain ... show interest ! then more and more Falcons will start shipping, which will encourage more developers, which will encourage more users, which will mean more Falcons etc.

Everyone who inquires at my office, is also interested in using available for Macs and PCs. The money you save using MacNAV in a year alone will more than pay for a PowerBook. My Compuserve bills dropped ****DRAMATICALLY**** the minute I switched over. I wound up saving hundreds of dollars. The Falcon is wonderful for many things...but here on CompuServe...it is to laugh. Use the right tool for the job."

Carl Barron tells Ben:

"I have a 18 meg TT, CD-ROM, 500+megs of working hard drives and soon a graphics card, so why would I want a 'new' falcon? That is an interesting question. If I need a falcon to navigate CIS on an Atari m680x0, I see no future in the program. For a reasonable price I would by this program, if it ran at least on my TT. I no longer believe in supply side economics, or the trickle down theory."

Michel Vanhamme tells Carl:

"I agree. While I am not a great programmer, I cannot see why someone would need a specific machine to be able to run a CIS front end. Of course, there _are_ some obvious hardware requirements: a minimal resolution (640*400 or 480), some colors (16 - I've tried it on a PC and it works) if you want the CIS icons and all that, a hard drive, some RAM. All this means at least two unmodified machines would do the job: TTs and Falcons. There are also some people who have put graphics cards in

How could I afford to buy one ? How come you can read this message ?

If you can answer these questions, then I'll stop thinking you are stupid, or lazy !"

Frank Heller tells Ben:
"Zero-X is manufactured by Copson Data. SoundPool distributes it to certain areas of the World. And I...uh...have a C-LAB Falcon...but I don't communicate on the service with it. For that, I use a Mac 520c PowerBook. I gave up a LONG time ago trying to find a decent front end for the Atari to communicate here. Nothing made for the Atari compares to the stuff run a CIS front-end. Just my two cents,

Michel (I _have_ a Falcon BTW ;-)"

Mark Kelling tells Michel:
"CIS _wants_ you to use a CIM-type program with all the pretty graphics! Just think, every time a forum (or for now areas like Mail and Newsstand) change their Greeting graphic you - the users - spend valuable time waiting for those pretty pictures to arrive through your modem. I am happy to see that some Navigator type programs will make the move to HMI, this means we won't be locked in to using only whatever CIM software CIS determines is "best" for us. :-)" (Like that other service heavily advertised on TV)

Since there is a DOS navigator set to go HMI, there is absolutely _no reason_ why there can't be one for Atari systems. Heck, you could write one for an Atari 400 if CIS would just release a specs sheet listing what HMI expects to see when you communicate. I do know for a fact that all text sent back and forth in Mail and Forum Messages is compressed and placed into B transfer protocol packets. The decompressing for view of these packets does take some horsepower on the part of your computer, so a CIM type program may be beyond the capabilities of a slow CPU. Still, you could make an off-line

their STs so that should work too.

But, IMHO, that would leave a lot of people out still, who would only be able to run at a suitable resolution in mono. I see only one solution to that: suppression of the graphics, but I don't know if navigation would be possible without graphics. Anyway, all the above _only_ applies to an 'AtariCim'... No need for the colors for a navigator. Tapcis is a DOS navigator, hasn't one icon or image in its display, and will become HMI compliant nevertheless.

Bottom of the line: I don't see why only a Falcon would be capable to stuff is not loaded while online. A full CIM will require at least 640x480x16, 2-4megs of ram to run at all. Sound, who needs much sound."

Michel Vanhamme adds his thoughts:
"I think that would be the approximate hardware requirements. I suppose even 2 meg RAM would be sufficient if very well programmed, since 4 meg on this borrowed PC under Windows here do the job, if you get my drift..."

Steven Van Rossen posts:
"I am new to the HMI discussion, but it all sounds very interesting. I do develop programs for the Atari and I still intend to do. As far as I can deduce from all available information, it won't be that easy to develop an AtariCim (or whatever) but I think it is worth the try. Why deprive us Atarians from one of the world's best online services.

I am willing to give developing AtariCim a try, but not alone. So here is what I propose:

1. Since everybody is willing to invest in it, why don't we invest in it by contributing all in some way. This means: user developed software. This means that interested developers can co-develop, other people can design icons or write help files, others can beta-test along with the developers. I am sure every one of

navigator where the actual time factor is not that important. (The software could download your mail and messages and then logoff and expand everything for you to view and reply to later!)

Sorry to carry on so! I'll step off my soapbox now ;-)"

Carl Barron adds:

"I think a navigator, is possible fairly easily with 4megs and a hd at any 80 col. resolution. If it is going to ignore stuff, it can return received ok without checking it, as it is tossing it anyway, etc. Just speculating. But a navigator similar to quikcis should be doable on perhaps a 2 meg st. especially if the off-line need - here are some skills I already identified:

1. Legal advice. If anyone of you is a laws specialist, grab your chance. We need to check how this project should be legally organized; Copyright CIS, ownership of user developed sources
2. Developers. For myself I can offer GEM experience and application experience. I know C. I do have a GEM library with full source control to make color buttons, windowed dialogs and all good stuff we need. I know Windows API. I have a PC which can be helpful comparing the 'AtariCim' to existing PC applications. But it is too much too do it all alone. Unless we're willing to wait to the year 2000 :-). Input is welcome on Compuserve B protocol (Jim?) and Telecom...
3. People who are experts in icon drawing and which have access to WinCIM. The application would need its own version of icons both in color and monochrome.
4. Graphics experts: let us dither these HMI color images to good looking monochrome images for those with monochrome screens. Who has such routines...

I'm convinced if we line up we can find enough competence under the Atarians to build together our AtariCim..."

us has a skill to contribute. Hey, if on the Internet they could write Linux, why couldn't we make AtariCim?

2. If there is enough interest for a joint effort, I am willing to manage the project (in my professional life, I do the same) and do large chunks of the developing.
3. If this project goes on, we'll have to convince Compuserve that this project will succeed (as they expect every HMI application to market Compuserve). This will be the thorough part I suppose.

Bottom line, please if you are interested in this proposal, reply to this message... So - just to give an impression of what we all

If you have any ideas, impressions, or suggestions, write to Mr. Van Rossen at 100256.3406@compuserve.com and let him know what you think.

That's it for this week. Tune in again for the next installment, same time, same station, and be ready to listen to what they are saying when...

PEOPLE ARE TALKING

EDITORIAL QUICKIES

Almost a year later... and

Newt is STILL a Beaut!!

When are the people going to realize Newt and his buddies really do have a "CONTRACT" on the USA not with or for the Country.

Will the "Washington Big Whigs" ever LEARN to Represent the People instead of Resenting them?? Not likely!

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